100% SNES

INSIDE: First news on new Nintendo 64-bit machine ● The Crash Dummies ● Super Air Diver ● Mr Nutz ● Pierre le Chef is Out To Lunch ● Top class RPG action in Lagoon ● Dennis



AT-AT collapse!

Super Empire Strikes Back

Jurassic Park

Better than the movie? All is revealed

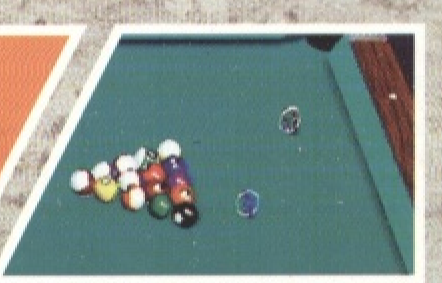


Reader Awards Special

The results you've all been waiting for!

Championship Pool

Rack 'em up for this ball-breaking sim



If your Shadowrun tips cards aren't here ask your newsagent for them. (UK only)

Is the SNES dead?

Does the launch of 3DO signal the end?







SUPER EMPIRE STRIKES BACK

Prepare for an assault on the senses. Catch up with the la on the sequel to the stunning *Super Star Wars* on **page 26.**

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The Guide

over 300 games









In every issue

Reviews start on page 33



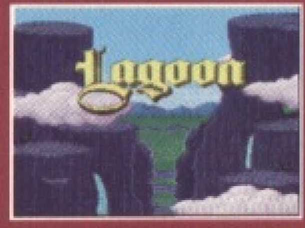
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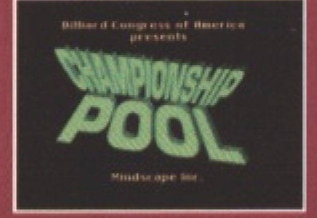
















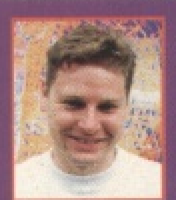


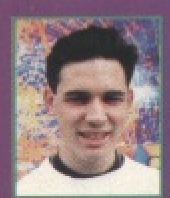


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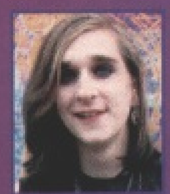
welcome to SNES FORCE

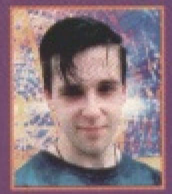
...the magazine 100% dedicated to every aspect of gaming on the Super Nintendo.

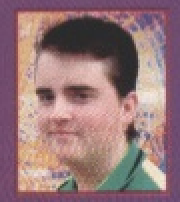

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Jurassic Park


Charlie Chubb
senior designer
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sub editor
Pool


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Mr Nutz


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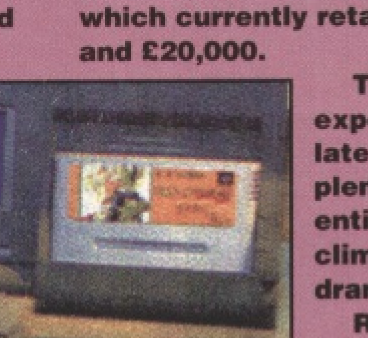
The News

Around the SNES world in 30 days...

AMAZING NEW CONSOLE NEWS

Nintendo have unveiled details of not one but TWO new dream machines and once again wowed the console industry. The first prospective wonder was announced at a US press conference in the first week of September, revealing new ties with the market leader in visual computing — Silicon Graphics (SGI). Together they plan to produce a 64-bit, real 3D home entertainment system.

The machine boasts vastly improved home VR and has wildly impressive technical specs; a true 64-bit MIPS RISC processor, clock speed over 100MHz, real-time 3D graphics, 24-bit colour, resolution better than PAL or NTSC and CD quality sound.


The portable Super Famicom HET

The forecast price for 'Project Reality' is just $250 — amazing, because it plans to utilise the innards of SGI workstations which currently retail at between £5,000 and £20,000.

The down side is the expected release date — late '95 — which leaves plenty of time for the entire industry and retail climate to change dramatically.

Recently, Bandai have unveiled a portable Super Famicom called the Home Entertainment Terminal (HET). The unit (pictured left) has a built-in 4-inch colour LCD and comes with a built-in TV tuner.

There is no release date or price yet but you can be sure we'll be first with news of any further announcements.

FAR FROM THE MADDEN CROWD

Confusion reigned at the ECTS show as Electronic Arts unveiled their arsenal of Super Nintendo releases for the new year, only to announce they may be pulling out of the format altogether. Amid a climate of rising financial costs due to the strength of the Japanese yen and the relative increases in the cost of Nintendo licensed boards and chips, EA are allegedly considering stopping publishing their games on the Super Nintendo format. This would come as a great blow to the thousands of SNES fans who are staunch supporters of the EA Sports label famous for such renowned classics as *John Madden Football '93*, *NHLPA Hockey* and *Bulls Vs. Blazers*.

In the meantime, EA continued to preview three January releases. *Madden NFL '94* is a total overhaul of the incredible American football game packed with over 40 NFL teams and a complete NFL season. *NHL Hockey '94* supports the multi-tap adaptor allowing five players to play three-on-two hockey. Also included is updated team and player ratings and more than than 70 samples of digitised organ music. *NBA Showdown* is a slam-dunk fest featuring all 27 teams and players from the 1993 NBA season.

Let's hope EA continue to publish Super Nintendo titles and we get to see (and play) these great conversions — otherwise, it would be a sad loss for SNES-owning sports fans everywhere.



The new improved *JM '94* but will it ever be released?

WOLFENSTEIN

Producer *Imagineer*
Available *November*
Status *UK release*

Blazkowicz. Not a Mediterranean onion dip but your codename. Special agents regularly risk life and limb to expose lucrative regimes and corrupt corporations or, as in this instance, race around levels of German infested fortresses shooting guards and stealing treasure. Your assignment isn't as brutally up front as this, you find, entering the briefing room and confronting your chief. He calmly hands you a document outlining the mission details which you



Halt! Who goes there? *Wolfenstein* combines VR style 3D graphics with intense shoot-'em-action.

accept, blissfully unaware of the true horror that awaits. If only you'd read the small print stating a multitude of German soldiers need to be shot dead, and you may be blasted, tortured or imprisoned...

Hister, like a million other deranged leaders, has his sights on world domination and is operating from several secret bases. Only by infiltrating each base and eliminating his top agents do the foundations of his army begin to crack.

Taking place in the fortresses, play is viewed from a first person perspective showing the immediate landscape and Blazkowicz's gun. The corridors scroll along as you manoeuvre 'Blaz' around, shooting approaching guards who fire as soon as they lay eyes on you. Each base is a huge maze of varying floor heights (each an individual stage) and is easy to get lost in. Fortunately, a map screen can be called up showing the building lay-out. Each construction is full of steel doors which automatically open, but others require keys hidden somewhere in the area, along with treasure chests and ammo crates. Extra lives are awarded if enough treasure is collected and guns can be upgraded to more powerful cannons with better range.

The first mission is to eliminate Hans Grosse, Hister's right-hand man. Grosse is in charge of a highly-trained tactical unit and taking him out of the picture pays off dividends. Protecting Hans is his own team of armed soldiers and they follow you around, even opening doors to get you.

The second objective is to a assassinate Doctor Schabbs, a vile genetics dabbler who has created 'Corpsokinetic Animation Serum' a formula bringing dead soldiers back to life. Schabbs must be stopped before his foul chemicals are unleashed into the world, but destroying him is increasingly difficult due to the undead soldiers in the castle. These ghastly



Definitely not a game for the faint-hearted. Blast your way out of a Nazi controlled castle

zombies take even more hits than normal soldiers and inflict extra damage if they get close.

The world is dependent on your success. If Hister's organisation wins, democracy is abolished and the dictator's brutal laws enforced.

The instant you start playing *Wolfenstein*, you notice the smooth speed at which the corridors glide by — it's unreal. The soldiers behave realistically, swerving to avoid your fire and running after you should you retreat.

Each level is absolutely massive — call up the map to see just how big — making for lots of exploration. Studying the map is useful for gaining your bearings but doesn't interrupt the pace — when you're in the heat of battle the last thing you want to do is examine a map.

Wolfenstein looks fun and engaging. We await the finished version with bated breath.

TV LICENCE

The BBC have signed a deal with VCI — the Video Collection International — handing over the rights to all BBC games rights worldwide. VCI has the UK's leading independent video distributor's rights sales company, VCI Programme Sales, which will be licensing character-based games from the BBC's immense back catalogue of programmes.

Which programmes are they going to license? We could be seeing a plethora of new Doctor Who, Noddy, Blake's 7, Question of Sport and Match of the Day games in the future. Who knows, maybe even an Eldorado cart will be gracing the SNES, or a Nine O'Clock News sim — if they could get all the sex, violence and drugs past the new ELSPA censors.

Steve Ayres, Chief Executive of VCI commented 'This is an exciting deal for both companies. We are already in discussion with a number of major players in the games business concerning the license of rights in BBC owned programmes. As might be expected, the range of possibilities is extensive, with programmes and characters which will guarantee very high levels of awareness among games buyers from the first day of release.'

WORLD HEROES

Producer *Sunsoft*
Available *October*
Status *UK release*

They may have a dark, sleazy reputation but within the hallowed halls of an arcade lie games with SNES conversion potential. That's where *Street Fighter II* started life; who would have thought that such a simple concept could have such a significant effect? Now a landmark, it has grown up to become the ultimate beat-'em-up and father to countless clones.

During *SFII*'s arcade stint, most other beat-'em-ups were overlooked, trapped in the shadow of the award-winning smash hit. But not all went unseen: following on from its arcade fortune, *World Heroes* is Sunsoft's valiant attempt to steal Capcom's crown. Having flourished as a coin-op, expectations are high to see if this can be the one to top *SFII*. Will it retain the same



***World Heroes*: 16 megs of brutal beat-'em-up action.**



Could this be the game to topple Street Fighter II Turbo?

impact in conversion, and if so, will it pack a big enough punch to level the World Warrior?

World Heroes allows the player to control time travelling fighters. There are eight combatants to select, and once chosen the warriors climb into a time machine and teleport to another dimension to square off — how's that for originality? With 16 megs of brutality, expect thumping soundtracks and spine-cracking effects as bodies get battered and bruised through various scenarios in time.

Once the tournament competition has been dealt with, a final fighter must be beaten. *World Heroes*' top boss is rumoured to be even more mysterious than the legendary M. Bison. This could be the battle of the decade...

20/20

What's it like having the success or failure of a software company's entire range of games riding on your shoulders? We talk to Carol Nudds, PR supremo for Empire Software, about life in the heady world of the computer games industry...

Q: Hi Carol. Could you tell us a little about yourself?

A: I handle Public Relations for Entertainment International which publishes software under the Empire label. The company is now moving into the SNES market with *Space Ace*, *Yogi Bear* and *Footy* (working title) and is confident these games will blow you away!

I basically promote our products through media outlets as TV, radio, specialist magazines and national newspapers. I've actually 'worked' for Empire for just over three years. I started as a temp on reception then moved more into PA and then after a dabble in Sales was thrown into the heady world of PR — thinking it was glamourous I stayed!!



Carol Nudds: 'The key to success? Smiling a lot!'

Q: What were the attractions of a career in PR?

A: One of the attractions is meeting new and interesting people on a regular basis, and knowing that tomorrow won't be the same as today, which for me is the difference between spending life asleep over a typewriter dreaming of a better life! Or getting a buzz as you set yourself goals and achieve them — so yes, it's hard work, long hours and great fun!

Q: You mentioned Empire is working on a soccer game. What makes yours different from the rest?

A: PLAYABILITY. I could mention sliding tackles, diving headers, banana kicks, power drives, snap-shots, super barge, after-touch, super-dribble, and speed-burst, but that would just be showing off!

Q: We understand there was a slight problem getting *Space Ace* approved because Nintendo thought there was a swear word on the soundtrack. Could you tell us the story?

A: Yes, well... Nintendo are renowned for being slightly, ummm, careful about the content of games for their machines. In the arcade original, Dexter would either say 'Ooooh' or 'Fwah!' when he landed. We sampled both of these from the laser disk and put them into the game.

The first time the game was submitted to Nintendo they were concerned that the 'Fwah', sample was a little too close to a more familiar word beginning with the same letter. The problem was especially apparent when Dex did two jumps one after another, resulting in 'Ooooh Fwah!' which was exactly what the programmer said when informed of the problem.

Q: What advice would you offer to any readers currently thinking of pursuing a career in PR and Marketing in the video games industry?

A: This is a tough one and I should put my serious head on — unfortunately I didn't finish reading *The Complete Guide To Becoming Boss Of A Corporate Enterprise!* so what I will say is to make sure you clean your teeth regularly — you're gonna have to smile a lot!

■ Thanks for your help Carol — keep on smiling!

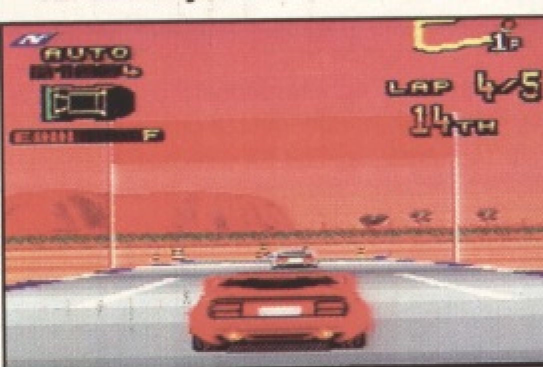
KEMCO GEARS UP FOR CHRISTMAS

If you thought *Top Gear* was hot wait until you feast your eyes on *Top Gear 2*. This spectacular sequel boasts twice the programming horsepower of the original and a stunning series of specs. Tear through 64 cities in 16 countries at speeds of over 200mph in a variety of weather conditions ranging from the pitch black night scenes or dazzling sunrises, rain or shine, thick fog or drifting snow.

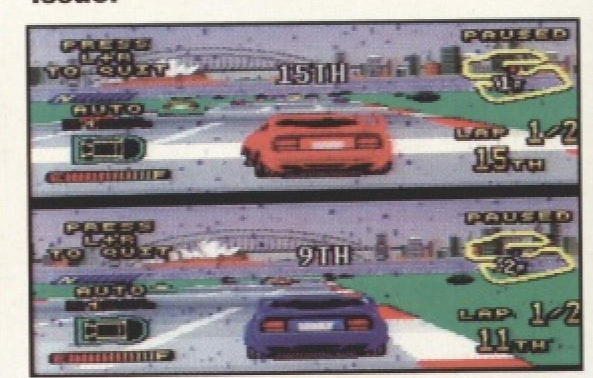
Perspective is the familiar split screen and works equally well in head-to-head or solo mode. The inclusion of a password system allows you to resume the challenge at a later date.

An entirely new feature is the inclusion of upgrades bought by winning prize money. Engines range from a standard V6 to a screaming V12 and the stock 4-speed gearbox can be customised to a smooth 6-speed transmission. Equip your mean machine with either radials or slicks depending on track conditions, boost performance with high-powered nitros, add extra armour and power-ups then slam the pedal to the metal and prepare for one of the toughest and fastest challenges in racing.

Due for release in November, SNES FORCE will be first past the chequered flag with more details on this 16-valve masterpiece next issue.



Bigger, better, faster — *Top Gear 2* rockets onto the SNES into November.



The split-screen perspective makes for wicked head-to-head racing.

MAGIC BOY

Producer *Empire*
Available *October*
Status *Official UK release*

Young Hewlett, the wizard's apprentice, has gotten himself into a bit of a fix. You see, while he was practising his 'nose wiping while suspended by the left big toenail from an Albanian giraffe's earlobe' spell, he inadvertently released all the wizard's captive monsters. They're causing havoc all across the land, and Hewlitt — alias Magic Boy — must recapture them all before his boss gets back. Simple? Not when the little nasties are littered over a huge 96 levels, split between 64 main and 32 hidden areas. To help him in his quest, there are special weapons, invincibility potions, extra lives, extra continues, bonus points and warps to the next level dotted around the platform landscape.

From the designers of the award winning *Pipe Dream*, *Magic Boy* boasts bold, bright graphics, four seperate worlds, four levels open at any one time for non-linearity and a progressive difficulty level. *Magic Boy* promises to be a true platform experience — one to watch out for in October.



With four separate worlds and 64 levels to conquer, *Magic Boy* is anything but child's play.



If you're having problems with a level, a neat option allows access to the three other worlds.



A DREAM COME TRUE! -Football management + Superb KICK OFF - Played separately or brilliantly combined to bring the management decision to the pitch in a live action; a feature unique to Player Manager.

REVIEWS

Nintendo Magazine System 89%
Player Manager is one of the most sophisticated simulations you're going to find anywhere. You'll probably never find one better than this. Hugely playable Kick Off-style action and soccer management mayhem second to none. **HIGHLY RECOMMENDED.**

Computer and Video Games 95%
Thoroughly addictive piece of software that sucks you in from the word go, and doesn't let you go for a minute. Without a doubt Player Manager is quite simply the best all-round footy game on the market. **BLINDER OF A GAME.**

SNES Force 90%
Player Manager is the most involved soccer sim I've ever played. Five minutes with the cart and you loose all touch with reality. The most important factor in any game is playability and Player Manager has it by the bucket load. The attention to detail is incredible. Every element of gameplay has been thought through. One of the best simulations I've ever played and a must for serious soccer fans.
IT'S A GODSEND

Super Pro
An utterly enthralling game.





Also available on IBM (386 Min.) and AMIGA (1M only). Release end of October



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UP FRONT

Each month Up Front brings you the largest listing of provisional release dates in the business, updated monthly by our team of researchers. Remember software companies are often very optimistic with release times so on-sale dates may vary.

SNES

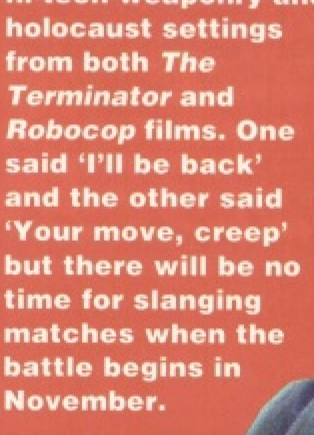
Mr Nutz	October
Jurassic Park	October
Out To Lunch	October
Mystic Quest	October
Goof Troop	October
Super Battleship	October
Battletoads	October
Wing Commander 2	October
Vegas Stakes	October
World Heroes	October
Aero The Acrobat	October
Zool	Autumn
Final Fight 2	Autumn
Quarterback Club	November
Rock 'n' Roll Racing	November
Super Putty	November
Shadowrun	November
Tuff E Nuff	November
Chuck Rock	November
Dracula	November
Might & Magic 2	November
Yoshi's Safari	November
Clayfighter	November
Street Fighter II Turbo	November
Adventures of Dr Franken	December
Alfred Chicken	December
Brett Hull	December
Cool Spot	December
Captain America	December
Wordtris	December
Might and Magic 3	December
Pink Panther	December
Sensible Soccer	December
Plok	December
Impossible Mission	December
Robocop vs Terminator	December
Lawn Mower Man II	Winter
Last Action Hero	Winter
Utopia	Winter
NHL Hockey '94	January '94
Madden NFL '94	January '94
NBA Showdown	January '94
Turn And Burn:	January '94
Super Battletank 2	January '94
Super Emp. Strikes Back	January '94
Pinball Deluxe	January '94
Impossible Mission	January '94
Chaos Engine	February '94
Beastball	March '94
Lord Of The Rings	First Quarter '94
Dragon	First Quarter '94
The Jungle Book	First Quarter '94
Young Merlin	First Quarter '94
Muham. Ali Boxing	First Quarter '94
Steven Seagal	First Quarter '94
Solo Flight 2	Spring '94
Airborne Ranger	Spring '94
World Cup Striker	Spring '94
Star Trek	Mid '94
Lost Vikings 2	Mid '94
Power Slide	Mid '94

FIRING THE KILN

Fans of claymation master Will Vinton are in for a treat come Christmas when the wacky one-on-one beat-'em-up *Clayfighter* is released. Featuring incredibly huge digitised clay characters, the graphics are stunning, resembling a true claymation cartoon. Due to the fighters being made of such a pliable material the moves they can perform are not only visually amazing but also hilarious. Watch out for the evil snowman Mister Frosty, Taffy, Bonker, Blob, Helga, Ickybod Clay, Tiny and Blue Suede Goo, the eight clayfighters each with their own individual moves. Combination fighting and finishing specialities are expected to add the all important playability factor and there's the bonus of a two-player battle mode, an essential part of a good beat-'em-up. Weird, warped and a whopping 16 megs, *Clayfighter* puts mud into a whole new perspective.

From the soft touch of clay to the icy shine of steel comes half man, half machine, all gratuitous killing cyborg Robocop. However, unlike his blockbusting films the Detroit copper is not out for drug barons or gang members this time — Schwarzenegger's alter-ego The Terminator is top of the killing priority. But this fight isn't a back street brawl because there's not one, not two Terminators but a whole army of them.

In *Robocop vs. Terminator* the futuristic endoskeletons take control of the fearsome ED-209 enforcement units, so you can imagine the carnage that inevitably ensues. Based on the million selling four-part story by Dark Horse comics of the same name we're promised hi-tech weaponry and post-holocaust settings from both *The Terminator* and *Robocop* films. One said 'I'll be back' and the other said 'Your move, creep' but there will be no time for slanging matches when the battle begins in November.





ZOMBIES ATE MY NEIGHBOURS!

Producers *Konami*
Available *November*
Status *UK release*

Zeke and Julie's neighbourhood has gone right downhill lately — a bad lot have moved in and are roaming the streets in numbers. Hang on a minute, that's no 'bad lot' — they're a pack of flesh-hungry undead fiends starving for brains! The neighbours have somehow been mesmerized by this evil and just stand there catatonic, waiting for the monsters, werewolves, slimy blobs, giant ants, Zeke and Julie clones, mummies and more to tuck in.

Only one thing for it, Zeke and Julie (in one or two-player mode) gotta search every inch of this *Eerie Indiana* suburban nightmare to rescue the other mortals — zombies aren't picky about dogs or babies in nappies, either. Luckily this weird macabre event has had other effects too, like scattering magic potions around the 55 levels (including the mall, a mysterious island and a scary hedgerow maze), which when quaffed transmogrify the quaffer into a huge, fierce demon to give the monsters some back. Other than the potions, our hero and heroine must use just about anything else they can find to dispatch the devil-spawn, from the limited water pistol they begin with to plates, a strimmer (?!!), fruit, exploding coke cans and bazookas. Keep your head low and watch your back, it's a deviant infested jungle out there in your own back yard — and it only takes a zombie so long to figure out a door-handle…



The hilarious graphics capture the tacky 1950's B-Movie feel the game is based on



Watch out for this giant baby. One squirt from his bottle and it's game over.

SUNSOFT GO QUACKERS

The fate of the cosmos is in jeopardy. Marvin the Martian has been busily conquering planets and kidnapping politicians. Only one interstellar protector can stop him — Duck Dodgers (alias Daffy Duck) — fearless space crusader and processor of the nutty attack! So choose your weapon then race from planet to planet in hot pursuit of the power-crazed alien.

Set over 20 levels of cartoon action, *Daffy Duck: The Marvin Missions* features five different terrains to overcome including the boiling volcanoes of the holiday planet Magma and the ice-cold rings of Zeus 3. On each level Daffy has to figure out which of the six guns at his disposal are most useful.

Once the link is made it's time to search each sprawling planet for secret chambers and mystery bonuses. Each world is populated with its own wacky brand of enemy. Along the way you're called upon to shield Daffy from needles fired from crazy Cacti, block an onslaught of enemy space mines and battle an undersea army of instant Martians.

Anybody who's familiar with the cartoon series *Duck Dodgers in the 24 1/2 Century* knows they're in for a real treat. For those unfortunate enough to have missed it, this is the perfect opportunity to catch up with the crazy cartoon antics. It'll drive you quackers for light years to come!

WING COMMANDER SECRET MISSIONS

Producer: *Mindscape*
Available: *October*
Status: *UK release*

In *Wing Commander: The Secret Missions*, you play a space fighter posted to the Tiger's Claw space station, dedicated to battling the alien Kilrathi Empire. The Vega sector has fallen, and the evil Empire is on the run from the Confederation's Terran fleet. They've abandoned all planets in the sector, except one — Warhammer XII, the Kilrathi Empire's weapons development planet. This giant orange world holds the secret to their entire weapons silo and hides a sinister new machine of destruction, the Graviton weapon.

This devastating new tool creates a small explosion and increases a planet's gravitational field 137 times, leaving nothing behind. They plan to use it on Warhammer XII to cover their tracks and then trap the Confederation on another planet. Your mission? Simply to stop them…


Good shooting! Each enemy gunned erupts in a blaze of fire.


Jump into the cockpit and prepare to kick some Kilrathi butt

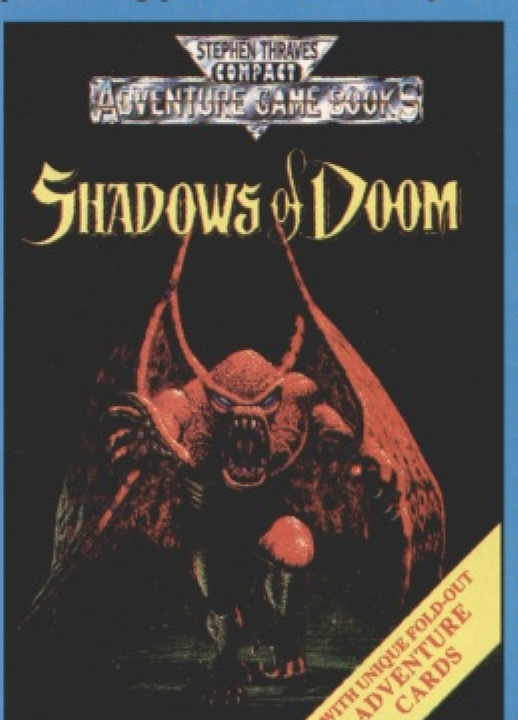
This sequel is a remixed version of the original *Wing Commander* with new missions and pilots, yet still retaining the compulsive elements of the first game. Action is viewed in the first person from the cockpit. Still available are the training missions in the arcade machine in the officers' club, friendly chats to the barman, briefings by the hard-nosed senior officers and instant displays of all the relevant statistics. Scheduled for release in Britain around October, fans of this style of game shouldn't be disappointed with *Secret Missions*.

BIG GAMEBOOKS GIVEAWAY!

Competition

Books feed the mind, or so the old analogy goes. 'But carts are more fun!' scream gamers. Books are portable, so are gameboys, books teach you a lot, games are always interesting. We have the perfect answer to both arguments, something that your parents see as a book, and you can actually play. Following in the footsteps of the classic fantasy ranges of gamebooks, Hodder and Stoughton are publishing a new range of Compact Adventure Game Books, by Steven Thraves. Currently a selection of four books, this is a new range of pocket-sized interactive gamebooks. There are no dice, combat is taken care of with charts, no erasers, each book includes score-cards for *forty* games — all you need is a pencil and a few brain cells.

To get your hands on one of these miracles of modern publishing you would normally have to walk all the way to your nearest book shop and then fork out a (not unreasonable) £3.50. There is another way — lo and behold, we have ten sets of all four books to give away! That's one copy of each of the following...



- Shadows of Doom
- Operation Loch Ness
- Secret Agent Ace
- Haunted Island

If you wish to be one of the ten lucky winners, and let's face it, who doesn't, just answer the questions below and send the coupon to us at 'Armchair Adventurer Comp' SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

Just answer these simple questions then roll the dice to see what to do next.

1) Hodder & Stoughton also publish which set of successful comic books?
a) Asterix b) 2000 AD c) Adventures of Super Disco Fish

2) Which of the following are you most likely to see at the bottom of a paragraph in a gamebook?
a) The end of paragraph 24! b) Turn to 153 c) A squashed fly

3) Which of the following has never been a subject for game books?
a) The Secret Service b) Fantasy Adventures
c) Big black dogs and how to make friends with them

Name ....

Address ....

....

....

.... Postcode ....

Age ....

162 Go to 164 if you've forgotten that the editor's decision is final.
163 No correspondence will be entered into unless you'd like to face a rabid monster with only a pencil to defend yourself with.
164 The editor proclaims 'My decision be the final one!'
165 If you don't want to receive mail from other companies, turn to 166
166 Tick this box ❐

Fill in the coupon below and send it to us at **Pounds for Points compo, SNES FORCE, Impact magazines, Ludlow, Shropshire SY8 1JW** before the 20th October

Don't forget to tune in next month for the next task — and another chance to win £100.

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Age ....

Team played ....

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SCORE £100 CASH WITH PLAYER MANAGER



Competition

Life's never easy for a top football manager — just ask Graham Taylor! One minute the team's doing well and you're on top of the world, the next you've lost five games and you're on the scrapheap. Well, to celebrate the UK launch of Anco's stunning soccer strategy game *Player Manager*, we've got £100 cash to give away this month and every month until the New Year.

All you have to do is grab your copy of *Player Manager* and set about winning the Third Division league title. Once you've completed the mission, take a photo of the screen, fill in the coupon on the left and send it in.

TAKE IT TO THE LIMIT

Anybody remember *Space Ace*, the arcade game that set new standards in video game animation? Well, Sullivan Bluth studios, creators of the aforementioned innovator, in conjunction with ODE and Empire software are bringing it to the SNES... and taking it a step further. Not settling for a platform based formula game, *Space Ace* has perspectivised 3D backgrounds and multi-directional parallax scrolling for greater depth of gameplay. It features unique, individually designed levels, as opposed to having a system for all levels, pushing the poor old SNES to the limit and giving the most to the player.

***Space Ace* has 25 levels which can be completed in at least two ways, a TV watch screen showing clips from the arcade original, hidden teleports, extra power-ups, lives, weapons & speed, a Time Warp feature enabling you to replay the last level and a new AceShot weapon targeting system. If *Space Ace* lives up to expectations, Empire could well have the game of the year on their hands...**



MIGHT AND MAGIC II

Producer *Elite*
Available *November*
Status *UK release*

RPG fans will be delighted by the imminent arrival of the legendary *Might and Magic II* on the SNES. While the sword and sorcery scenario provides a backdrop for the action, the real interest lies in the game's individual quests. As you gain strength and visit new places, you enter a series of difficult tasks to complete on your way to solving the overall mission.

Action is predominantly viewed from a first-person 3D perspective although the viewpoint changes to meet different situations. With 16,000 locations to explore, 250 animated monsters to overcome, 96 magic spells to master and 250 weapons and collectables to find, all crammed onto an 8-meg cart, this is one of the biggest RPG's ever created.

Saving a world this size takes months rather than days, so thoughtfully a battery back-up is included allowing you to save and restore progress.

With over 500,000 combined sales on other formats, Elite's massive 3D fantasy role-playing game boasts a formidable pedigree. Already a massive hit on the PC, where the series has reached *Might and Magic III*, it won Best Role-Playing Game of the year in 1991. Will the SNES version receive similar acclaim? All is revealed in our in-depth review next issue.



***Might and Magic II* — poised to take *Zelda*'s throne?**

TIME SLIP

Producer Vic Tokai
Available December
Status UK release

The Tirmatians, a race of evil warlike aliens, are in danger of extinction. Their planet is directly in the path of a break in the fabric of time. As a last hope, they look to find a new planet which they can colonise and — yup, you guessed it — Earth is the planet they find. They plan to conquer Earth using time travel technology to invade eras in which man has not yet developed the capability to defend against such an attack. Earth's intelligence forces uncover this plot and set about trying to stop them. Before the Tirmatians destroy the human's time machine, they manage to send back one soldier — Dr Vincent Gilgamesh. Vincent must travel through medieval England, the Cretaceous period, Ancient Rome, Egypt and finally Tirmet, to wipe out the Tirmation threat for good. Can he save the Earth?

Time Slip is a multi level side-on shoot-em-up with fast vertical and horizontal scrolling sections thrown in for good measure. The game features loads of power-ups and collectibles. These include bazooka shells, grenades and even time bombs! What makes *Time Slip* stand out from the crowd of SNES shooters is the difficulty level. Hard is an understatement — this is one of the toughest games on the SNES and this certainly makes a refreshing change from the usual 'completed-in-a-day' releases.

Look out for a full and in-depth review of *Time Slip* in a future issue of SNES FORCE.



***Time Slip*: one of the toughest shoot-'em-ups ever.**

NINTENDO'S PRICE WAR

Nintendo have unveiled their sales drive for autumn and winter: this includes a new SNES hardware pack and aggressive software pricing. Good news for retailers and consumers it may be, but a black cloud hangs over independent software producers, all of whom have to play by Nintendo's rules.

The problem, it seems, lies in the fact that companies without licenses have to buy the hardware for their carts direct from Nintendo of Japan, who control prices. With the yen as strong as it is in the financial market (going from 240 yen to the £ sterling to 160 in a year), third party licensees are finding competing with Nintendo very difficult, especially now that, as part of their new campaign, Nintendo are cutting some of their prices. The pre-Christmas push involves eleven SNES games, including *Bubsy, Lost Vikings, Battletoads in Battlemaniacs* and *Yoshi's Safari*. Seven of the games are priced at £39.99, two at £49.99 and two are, as yet, unpriced. *Mario All Stars* will retail at £49.99, along with *Goof Troop*, both of which are coming out slightly earlier than the aforementioned bundle.

How are smaller independents going to cope with this price incentive? The average price for an eight-meg cart is £49.99, while 16-meg games can be anything up to £59.99. Increased import costs mean it is highly unlikely that these companies will be able to match Nintendo's price incentives. For example Konami, whose recent hits *Tiny Toons, Cybernator* and *Batman Returns* came in at £49.99, are apparently having problems bringing their next Turtles adventure, *Tournament Fighters*, in at under £60. Konami's consumer senior manager Peter Stone expressed his opinion: 'We support Nintendo becoming more aggressive, but if third parties have to continue paying high manufacturing prices that cannot be good for the Nintendo market as a whole in Europe'. Acclaim, in much the same boat as Konami, claim to have reduced their own and retailer's margins in order to hold prices down. Acclaim's UK boss Nick Garnell stated: 'I hope that anyone who looks into the mechanics of the market will be able to understand why our products are more expensive than certain others'

While Nintendo's marketing plan is a sound idea, it remains to be seen whether it will effectively wipe out the competitive market. In the meantime, it's going to be a merry Christmas for consumers and retailers alike.

SKETCHY DETAILS ON OCEAN'S NEW CHARACTER

At a last-minute press conference in Ocean's plush Manchester headquarters, chairman David Ward introduced this new name in the console world — Mr Nutz. Nutz, a bouncy four-and-a-half foot squirrel in baseball cap, quiff and sunglasses stood up and announced, in a surprisingly harsh London accent that 'I've been biding my time, watching the success of Mario, Sonic and Babsy the Bobble Hat or whatever he's called. We all trained together at the International School for Cutie Characters and I knew those guys when they were rough sketches.'

Everyone in attendance gasped as Nutz frowned, leaned toward the mic and sneered at the press.'They were never really fit to lace my drinks. Some of them managed tapping their toes when they were impatient and then claimed that it gave them a personality. Yeah, right. I'm gonna show you what being a character is really about!'



Mr Nutz: 'expelled from International School for Cutie Characters.'

Ward, clearly anxious about his new star's aggressive stance, tried to play down the hostile atmosphere. He blurted 'What Mr Nutz means is that you may *think* you've seen the ultimate in character games, but he's going to make you think again. This isn't actually a character game. It's a great game that just happens to have a tremendous character in it. '

SUNSET RIDERS

Producer *Konami*
Available *November*
Status *UK release*

All is not well down at the local saloon. A group of unscrupulous bandits have stolen all the beautiful maids and ridden off with them. Being the hardy cowpokes that Billy Cool and Cormano are, they decide to track down the rogues and rescue the buxom gals. Sound like a typical western? Well, *Sunset Riders* is set in the heat of the cowboy era — a time when men used spittoons, threw loops of rope at cattle and enjoyed good sessions of gaseous exchange after feasting on a baked bean multipack. Dodging bullets is just part of the task Billy and Cormano have undertaken: herds of buffalo stampede through town and hostile Indians hide out in the undergrowth. Our gun-toting heroes, lacking an automobile, use train-hopping as transportation. Hurtling along the rickety tracks, their aim is to get as far as possible before being sent to Boot Hill. Armed bandits and mailposts scream past — catch one of these in the face and the cowboy's hats might not fit next time. The heroic pair even saddle up two steeds and gallop across the desert plains enforcing their own brand of law.

Fat Mexicans, dirty bandits, fearless Indians — the town's full of low-down, slovenly scum and needs cleaning up. With bonus points, power-ups and even sticks of dynamite, *Sunset Riders* promises to be a fantasy trip for cowboy wannabes. So dust down yer Stetson, take a swig of bourbon and re-holster old faithful. Alternatively, you could just read our upcoming review.



Ride onto the susnset with Konami's latest arcade conversion.

SMARTER THAN THE AVERAGE BEAR

Yogi, everybody's favourite bear and role model to millions of cubs, is coming to the SNES in a vast multi-level platform game from Empire.

Yogi, hibernating peacefully and dreaming of food, is awoken by his little buddy Boo Boo, who informs him of the chemical plant being built in the heart of Jellystone Park. Being the conscientious type, our bruin hero sets off across the park to warn Ranger Smith of the danger...

The adventure takes the player, as Yogi, through five areas, from snow covered mountains to the final section, the construction site. As well as a fast-paced platform romp, there are many sub-games to maintain variety and depth. Yogi can explore caves, pilfer picnickers food, beaver surf (!), pelican hop and fly 'bear-back' on bald eagles. Boo Boo and friends help Yogi in his quest. Racoons, gophers, porcupines, leaping salmon, skunks, moose and chemical waste all spell trouble for Yogi. A central character with Yogi's pedigree is perfect for a SNES cart — I can *bear*ly contain my excitement!





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MICROPROSE ON AN IMPOSSIBLE MISSION

Put on your rose-tinted Ray Bans and mark down December in your diary because MicroProse — the team behind *Super Strike Eagle* — are preparing to launch a completely revamped verison of the 8-bit classic, *Impossible Mission.* Featuring 3D rendered animated figures, a thumping hardcore soundtrack and enhanced gameplay, Microprose promise *Impossible Mission: 2025 The Special Edition* will take the SNES to the limits of its technical capabilities. For sentimentalists there's even the chance to turn back the clock as the classic 8-bit version is included as a game option.

As a special agent your mission is to foil evil Elvin Atombender's plans to annihilate the world and although the plot sounds similar to the orginal, gameplay has completely changed. There are three new characters, different backgrounds, bonus items, hidden rooms and fresh puzzles requiring you to take a new strategic approach. Join us next issue for an in-depth preview.

SMASH SEQUEL SET FOR XMAS

Your mission, soldier, is to infiltrate and destroy the hideout of power-crazed dictator General Myron Farley Akhboob. His past is shadowy, but we believe Akhboob has seized control of Kookistan with an army of mutant soldiers from the bio-nuclear generators created when he dropped his lava lamp into a barrel of sweet pickle while working as a fry chef in the Kookistan Burger Barn & Bait Shop. He has multiple hostages, and there are only two men we trust for the job — the 21st century's most dangerous fighting battalion; *Captain Carnage* and *Major Mayhem*, the Doomsday Squad. These men don't know the meaning of the word 'fear' — or 'utensil', 'binary' and 'incontinence' for that matter. They know so few words in fact, that they need your help to guide them through the dangers ahead.

We have outfitted these musclebound simpletons with the latest in weapons technology, time bombs, air to surface missiles, flamethrowers, arc grenades and high power shields to name but a few. They'll need them — Akhboob has motivated mutant soldiers, demons and the mysterious Mr Butane amongst others.

Your mission, deemed *Total Carnage*, is divided into three sections — Alpha, where you penetrate as deep into Kookistan as possible before facing mad mutant cyborg Orcus; Baker, in which you reach Kookistan's main airfield and disable Akhboob's airforce, and Candlestickmaker, involving entering the Baby Milk factory which churns out Akhboob's mutants — God alone knows what lurks within.

Expect fierce resistance from any troops the dictator can lay his hands on, plus a few hideous surprise giant mutant psychos along the way. Survival is forecast as more likely if you take both men with you, and no thoughts of going Absent While Ordering Liver, Okay? Now get out there, soldier, kick some butt and uphold tooth, mustard and American tray.

Total Carnage is released in December at around £44.99.



Billed as the sequel to *Super Smash TV*, expect *Total Carnage* to be just as intense as it predecessor.

TEL-TELL TALES

Following last month's article on the proposed Telstar budget label, a number of important factors concerning Accolade's possible involvement in the scheme have come to light. To date, no agreement has been made between Accolade and Telstar to release Bubsy at a budget price — Indeed Tim Christian, Accolade's Managing Director, has never discussed the concept with Telstar.

Claire Bowen, Director of Marketing, agrees in principle to the concept of a budget range of console games, and is quick to point out that Accolade are keen to explore every avenue to promote the shelf-life of their products.

Charts

UK CHART

1. — Striker
2. ▲ Aliens 3
3. ▲ Super Mario Kart
4. ▼ Starwing
5. — Tiny Toons
6. *RE* Zelda III
7. ▲ Batman Returns
8. *RE* Super Star Wars
9. ▼ Street Fughter II
10. ▼ Desert Strike

The UK chart is kindly supplied by Virgin Retail

US CHART

1. — StarFox
2. ▲ Bubsy
3. ▲ Royal Rumble
4. RE Street Fighter II
5. ▼ Batman Returns
6. — Vegas Stakes
7. — The Lost Vikings
8. ▼ NBA Basketball
9. — Shadowrun
10. ▼ Fatal Fury

JAPANESE SFC CHART

1. — Superscope Set
2. ▲ Super Formation Soccer
3. ▼ Super Bomberman
4. ▼ Final Fight
5. — Dragon Ball Z Super Battle Legend
6. ▲ Battle Clash
7. ▲ GP-1
8. ▲ Super Tetris 2 + Bomblis
9. ▼ Estpolis Legend
10. ▼ Silva Saga 2

Courtesy of the Super Famicom Magazine



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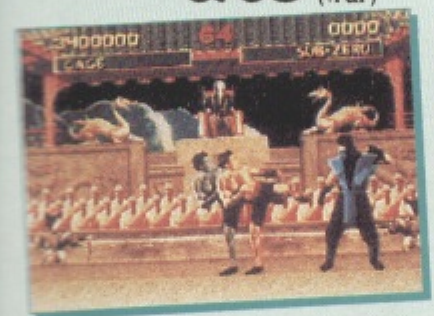
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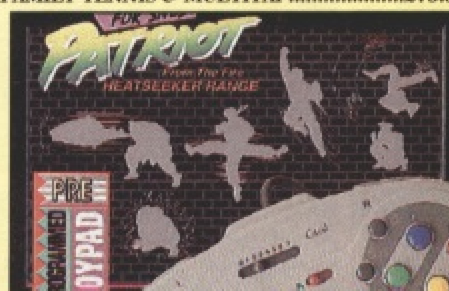
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Courtesy of the Super Famicom Magazine

The First Annual SNES FORCE Reader Awards

Here they are, the results you've all been waiting for — the winners of the SNES FORCE First Annual Reader Awards. Did your favourites win? Do you agree with the majority verdict? Read on, pilgrim...

In the most prestigious ceremony since the Oscars, we have compiled the definitive guide to what you think's hot and what's not from the last 12 months of software, music, and film. The office has been swamped by your entries, and so without further ado, here they are — your choices for the best of the best...

Official Release Of The Year: *Street Fighter II*
Since *SFII* was officially released last year, it has sold thousands of copies all across Europe, and the fact that it was bundled with the SNES simply increased its popularity. Until the release of *SFII Turbo*, it was regarded by many as the best game ever on the SNES, and that speaks volumes. Congratulations to all at Capcom involved with the production of this great game.



Official Release Of All Time: *Street Fighter II*
Yet another runaway success for *SFII*. It was fairly predictable after its huge victory margin in the Official Release Of The Year category. Suffice to say it is incredibly playable with some of the best gameplay ever. It offers an excellent challenge to the single player, if you don't own a copy of this game you're missing a true classic.

Import Game Of The Year: *Street Fighter II Turbo*
Street Fighter II Turbo picks up its first award this year and it's the first of many. *Turbo* had strong early competition from *Shadowrun* and Mario *All-Stars* — both of which have won awards in other categories — but the popularity of *SFII Turbo* won through in the end as it stormed away to win by quite a few votes. Gameplay is vastly improved and offers an excellent challenge to the most experienced players. Particular credit should go to those much overlooked figures, the playtesters, for making this so enjoyable.

Import Game Of All Time: *Street Fighter II Turbo*
Another one of those forgone conclusions, as *Street Fighter II Turbo* stormed away to win by a huge margin. Capcom have done it again and threaten to take over these awards — they've won the first three categories already! Our congratulations go once more to them.



Most Original Game: *Super Putty*
A very hotly-contested victory for the blue ball putty from Putty Moon. He fought off serious competition from *Mario Kart* to gain this prestigious title. We couldn't really understand the logic behind voting for a racing game, which has already familiar characters, as most original, and it picked up another award so we're glad new boy Putty got this one. After all, what racing game has mouldable sprites and a characters as weird and wonderful as *Super Putty*'s?

Reportedly inspired by the ill effects of a bad curry, it's not surprising that System 3's only offering this year was a little out of the ordinary. In the great tradition of British eccentricity and general insanity — good show, Putty old fruit!



Best Game Music: *Super Star Wars*
The two main contenders for this award were *Super Star Wars* and *Castlevania IV*. Both feature excellent soundtracks and brilliant spot effects. *Castlevania IV* has a 'haunting' accompaniment that gives the game its excellent atmosphere. *Super Star Wars* offers a

BRUFORD'S BEAUTIES



Official Release Of The Year: *Super Mario Kart*
What can I say? Infuriatingly addictive, fast and great fun racer — you just can't beat doing the Princess in on the last lap. I just can't stop playing the damn game — a must for... well, for everyone!
Official Release Of All Time: *Super Mario Kart*
Sorry for agreeing with Will...
Import Game Of The Year: *Shadowrun*
Sorry for agreeing with Will again — next thing you know, I'll be wearing eye makeup... Seriously, an excellent RPG: well thought out, intelligent and a serious challenge to anyone. Cool!
Best Import Of All Time: *Shadowrun*
I am Will Evans! I confess!
Most Original Game: *Super Putty*
Great graphics and a serious challenge. Unlike anything seen before — well, I suppose it'd have to be, really, or it wouldn't be in this category. Window-pane holding substance with an attitude.
Best Game Music: *Super Star Wars*
Absolutely mind-blowing, faithful adaptation of the film theme. A really in-your-face kinda tune — almost like having a full orchestra hidden in your SNES.
Best Sound FX: *Alien 3*
Simply stunning, nightmarish sounds that you won't forget in a hurry. Fits the dark, brooding menace of the game perfectly.
Best Graphics: *Alien 3*
Fantastic main sprite animation and seeing aliens blown apart mean that this just pips *SFII Turbo* to the post. Well, *I* like it.
Best New Game Character: Putty
The grooviest little blue blob (apart from Prince William) I've seen for a long time. When the chips are down, he can still hold window panes in place better than any other SNES character.
Best Film: Either *Reservoir Dogs* or *Man Bites Dog*
I just can't make up my mind — both instant classics, both blackly hilarious yet seriously disturbing — I just don't know! Both films are the most relevant comments on the objective viewing of physical violence and its effect ever. Help! I'm trapped in a dictionary!
Favourite *SFII Turbo* Character: Mario
Well, if he'd been in it he'd have kicked *all* their sorry butts with a single flick of his manly moustache, so there.
Worst Game: Russian roulette
Do I really have to say anything...?
Tackiest Character: Luigi
Ever played Koopa Troopa in *Mario Kart*? Luigi deserves to die...
Software Company Of The Year: Capcom
Nobody can realistically deny the brilliance of *SFII* and *Turbo* — absolute winners.
Best Arcade Machine: *Pac-Man*
Too cool for words! I can really identify with his appetite — what a guy!
Best Beat-'Em-Up: *SFII Turbo*
Great graphics, cool moves and good sound just keep you coming back for more — is there any competition?
Best Shoot-'Em-Up: *Alien 3*
Absolutely excellent blow-'em-away action — streets ahead of the competition thanks to great graphics, super sound, groovy gameplay and awful alliteration.
Best Platform: *Super Mario All-Stars*
Superb value for money, graphically enhanced compilation cart including one previously unavailable game which kept me glued for hours. Great fun!
Best Adventure/RPG: Shadowrun
Oh my. Oh golly gosh, what a surprise. Shock, horror. But heck, what a cool game! Cyberpunk forever!
Best Sports: *Super Mario Kart*
Supergroovy, cool and funky racer. Has never lost its oodles of appeal.
Best Strategy/Simulation: *Sim City*
Masses of things to do — a thinking man's (ahem!) simulation. One for *real* men.

stunning rendition of the famous film track, and some excellent sound effects — the hum of the lightsaber is something else. In the end, *Super Star Wars* deservedly got the most votes, but it was close. Well done to JVC for bringing us this year's best game music and a treat for all *Star Wars* fans.



Best Sound FX: WWF Royal Rumble

No real competition here, you seem to be very impressed with the American grapplers' grunts and groans. Larger than life slams to the mat, screams of pain and the swish of tights against baby-oiled muscle are obviously the order of the day.

Well done to the programmers of these sonic masterpieces. We could make a joke about sound effects and ominous rumblings here, but that's beneath SNES FORCE.



Best Graphics: *Street Fighter II Turbo*

It's done it again, *Street Fighter II Turbo* takes it's THIRD award this year and again wins by an absolutely huge margin. In second place is *Alien 3*, with literally hundreds less votes. It's amazing to think just how popular one game can be, but *Turbo* continues to amaze everyone. For the third (but not final) time, we say congratulations to Capcom and everyone else involved in making this amazing game.

Best New Game Character: Fox McCloud

Starwing's red coated hero sweeps down from the skies to scoop up this precious accolade. Putty made a late run for the crown but the fox dude's in-game chats to his fellow pilots and attitude-heavy glare on the artwork marked him as a guy with real personality.

Falco and Peppy got a mass of votes each and Slippy Toad a few more, but nobody came close enough to grab Fox's brush. Interestingly enough, seeing as it was only officially released here this year, none of the *Street Fighter II* characters got so much as a look in. Ryu, Ken, Vega and the lads (and lass) — forget 'em all, Fox McCloud is the new king of the characters as far as Nintendo gaming goes.

Best Film: *Jurassic Park*

A runaway success for the record breaking blockbuster. It received literally hundreds of votes and left everything else miles behind. The only other film which got any number of significant votes was Arnie's *Last Action Hero*, but there was never any real competition. *Jurassic Park* may not have much of a plot, but the incredible special effects and atmosphere the film creates more than make up for this. Here is *Jurassic Park*'s first award in a long line of many — our congratulations to Mr Spielberg and everyone involved in producing this amazing movie!



Favourite *SFII Turbo* Character: Chun Li

Ouch, we're still nursing serious lacerations and bruising from being caught in the epic scrap that erupted over who'd get this one. You'd be surprised how threatening an envelope can be when it wants to!



Early leader was Vega (the Spaniard, not Bison), until Ken made a startling comeback along with Chunners and she finally pipped him to the post in a blinding photo-finish. With only a few votes in it you could almost call it a double KO, but Chun Li did get a couple more than the dizzy (peroxide) blonde. After all, she's got a devastating arsenal of moves what with her new fireball and mid-air spinning bird, plus that irritating knee to the back of the head move. Incidentally, if you check the two she's lost weight from her thighs in Turbo, but we're sure you aren't shallow enough to be swayed by your hormones!

Worst Game: Home Alone

Be honest now, was there any competition? A gigantic movie license with the Hollywood actor of the moment (when it came out) and they had to go spoil it with this utter toad of a cart. ▶

EVANS'S EMMYS



Official Release Of The Year: *Mario Kart*
First played it on import around a year ago, completed it months ago and I'm still playing it now. It's just an all-time classic, about bloody time they released it over here, British kids should not be deprived of this definitive racer with real lasting power.

Official Release Of All Time: *Mario Kart*
See above.

Import Game Of The Year: *Shadowrun*
Needs no explanation really. The closest the SNES has yet come to a *real* interactive RPG, a huge adventure polished with atmosphere by the bucketload and puzzles to twist and contort your mind. Obviously very popular with you lot too, judging by the amount of tips calls I've had! My favourite console game ever.

Best Import Of All Time: *Shadowrun*
Possibly until *Shadowrun 2*, we shall see...

Most Original Game: *Super Putty*
Scouse sausages. Plasticine sprites. Trolls who go 'Oi!' Vindictive spacemen. Need I say more?

Best Game Music: *Shadowrun*
Gets into your head and refuses to leave. Instant spooky sci-fi atmosphere which changes depending on what's happening in-game, fades to a whisper when you're using options and builds back up when you return to the action. Just as effective as the *Zelda* music, only with balls.

Best Sound FX: *Alien3*
The facehuggers screaming, full-growns hissing menacingly, chest busters spitting everywhere, Ripley's groans of agony, a perfect companion to the powerful backing tune. Comes close to *Shadowrun*.

Best Graphics: *Turbo*
Well, they are pretty impressive. The muscle tone is pixel perfect, Blanka's got wicked new claws and fangs and the backdrops are worthy of an arcade machine. Improved vastly without losing the feel of the original — I defy any MegaDrive owner to equal or (in their dreams) surpass this.

Best New Game Character: Giant Alien from A3
A massive sprite with loads of character and attractive shiny glints on her silky smooth, black skin. Took her to the pub once but the narrow-minded locals didn't like it much so we had to leave. She's a princess amongst bitches, I blew her away with tears in my eyes.

Best Film: Tetsuo — The Iron Man
A surreal and bizarre piece of movie history shot in atmospheric b/w and full of symbolism and subliminal messages. Won me over with a ridiculous, intense plot that only a twisted Japanese junk addict could've come up with. Manga with real people that still provides the cartoon absurdity and gut-wrenching gore. The Bible on film would probably be very much like this.

Favourite *SFII Turbo Character:* Blanka
He's mean, no longer green, and he's got groovy blue hair. May not be the most effective character but he's still got a good reach and stunning neck-bite. Plus cruel claws and a new electric attack faster than amphetamine sulphate.

Worst Game: *Alien vs. Predator*
The wasted potential! A crappy beat-'em-up where there could have been so much... aah, sad.

Tackiest Character: Mario
Closely followed by Luigi and Yoshi. Greasy, American, and a pain in the ass on *Mario Kart*, how many reasons do you need?

Best Group: Sheep On Drugs
Fast-paced techno with sarcastic, cynical vocals delivered in best 'sleazy' London accent. The only group with (mis)quotes from *The Birthday Party* — *'Hands up who wants to fly...' Jesus on a motorbike.*

Software Company Of The Year: Capcom
Can't really argue against them. *SF Turbo*'s made their fortune, even if the *Final Fight* games were pap.

Best Arcade Machine: *Double Dragon*
'Cos I can do it on 10p, spent the best part of my misspent school holidays playing this in every arcade in the country. Yeah it's old and decrepit and you can go through the whole thing using only the elbow move, but have some nostalgia, kids. It's a piece of history!

Best Beat-'Em-Up: *Ranma 1/2 part 2*
It's got silly moves and sillier characters, a rare mickey-take amongst the rest of the self-absorbed SNES beat-'em-ups. Anyway, it'd be way too predictable to put that *other* game.

Best Shoot-'Em-Up: *Alien 3*
A big, bad, bitchin' game. Exploding aliens, screaming facehuggers and squelchy eggs make it a well cool — see issue one for the full review.

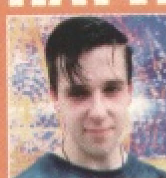
Best Platform: *B.O.B.*
The blind date to end them all: a cool, great fun platformer that I'd recommend to anybody.

Best Adventure/RPG: *Shadowrun*

Best Sports: *Pool*
An absolutely spot on sim — could've been dull and flat, but the amount of options available make it an unusual treat.

Best Strategy/Simulation: *Mech Warrior*
A successful mix of strategy and battle sim with some cool futuristic graphics. Well, *I* like it, even if it has got a bog-standard *Warhammer* storyline.

HAYWARD'S HITS



Official Release Of The Year: *Mario Kart*
A oddity for the plumber who's more akin to leaping platforms, for he's now transformed into a boy racer. Instantly addictive and unforgettable, especially the hilarious two-player mode.

Official Release Of All Time: *F-Zero*
Okay, so I must be incredibly old fashioned to vote this one, but being the first SNES game I ever played it'll always be one of the best. The first in the line to show off Mode 7, *F-Zero* carries off the job to perfection. Dark, futuristic graphics and blinding speed make this one incredible racing game.

Import Game Of The Year: *Street Fighter II Turbo*
I usually have an aversion to anything popular, but there's no doubting the superbness that is *SFII Turbo*. Flashy graphics and wicked speed make this amazing to play, if only to see an arcade perfect game.

Best Import Of All Time: *Mario Kart*
Possibly the best two-player game ever *Mario Kart* is a wonder to behold, despite its deluge of cuteness. The battle modes and head-to-head races had us laughing and cursing — great fun.

Most Original Game: *Super Bomber Man*
Proving to be the best game for the multi-tap, this destructive cart is totally irresistible. A simplistic idea but with so many extra inclusions it seeps originality in all the right places.

Best Game Music: *Super Star Wars*
The legendary theme tunes in all their glory. Orchestral and atmospheric, you won't be able to resist humming along.

Best Sound FX: *Super Star Wars*
Laser bolts, warbling lightsabers, tie-fighter screams and clear speech samples are the most atmospheric FX I've heard on any system.

Best Graphics: *Alien 3*
With backgrounds that could scare the pants of any xenophobe, eerie lingering clouds, showers of rain and creatures with shining metallic-like skin, Alien 3 would sell for millions on canvas.

Best Film: *Showdown In Little Tokyo*
Okay, so it was released in '92 but it's only just appeared on sell-through. Ludicrously over the top but the fallen star Brandon Lee is excellent, especially with his appalling one-liners.

Favourite *SFII Turbo* Character: Zangief
Though everybody else puts him down and mocks his sheer patheticness at winning, ol' Zangief never fails to humour me. He may be a dozy clutz, but watching his surprised look when he gets kicked in is the highlight of the game.

Worst Game: *Wayne's World*
Far too good for the nauseating 'dudes' and it's positively horrific. Party on? No thank you.

Tackiest Character: Bubsy Bobcat
Superstars are born and not made. Mario had to endure Donkey Kong games before he made a fortune but Bubsy, on the other hand, is a mass produced transparency and so very, very bland.

Best Group: Living Colour
Sad? They're not sad. Okay so they're American and there are a few cringing harmonies in places but Corey Glover's elastic vocal chords are quite striking. For a good clichéd track try 'Nothingness' on the new album 'Stain', or 'Time's Up' and 'Vivid', their first two corking albums. Enough preached.

Software Company Of The Year: Ocean
With a stream of quality titles appearing, Ocean look set to continue with their SNES success. *Mr Nutz, Addams Family*, the list goes on...

Best Arcade Machine: *Virtua Racing*
A new breed in race games with the allowance of four different cockpit views. Stunning to watch and astounding to play. A shame there are no plans for it on the SNES.

Best Beat-'Em-Up: *Street Fighter II Turbo*
Well it has to be really doesn't it? Fast, violent and essential for lovers of two-player games, it's the ultimate in beat-'em-up action.

Best Shoot-'Em-Up: *StarWing*
A brilliant debut for the revolutionary FX chip. Intense waves of enemies and brutal end guardians add up to a frantic blast.

Best Platform: *Tiny Toons*
Platform leaping at its best. Just like a cartoon with all the Warner Bros. style.

Best Adventure/RPG: *Shadowrun*
Though I still don't know why everybody raves about this it's a sprawling adventure that has you awake until the early hours — if you can endure the music, that is.

Best Sports: *Striker*
Football games can easily go wrong but *Striker* sets the standard. Hey, if I like it (being a despiser of football) it has to be good.

Best Strategy/Simulation: *Mech Warrior*
If the future according to this is anything to go by we could be having a whale of a time in years to come. Thought is required but the blasting action ensures it doesn't become laterally dull.

Hearty commiserations to anyone who mistakenly paid money for this, and that could well be a lot of you from the number of hate-mail entries this got.

The conversions of board and quiz games got a hefty slagging too, but there were too many different ones to save Macaulay's baby-soft hide. *Monopoly* and *Jeopardy* were the main contenders, votes falling exactly as we predicted in the suggestions next to the coupon. So... congratulations Kevin, rot in Hell!



Tackiest Character: Bubsy

As with all of the categories, it was a close one but Bubsy just pipped Kevin McAllister — the kid from *Home Alone* — to the line to win this glorious, prestigious award. I bet Bubsy's parents are just sooooo proud of their little prodigy...

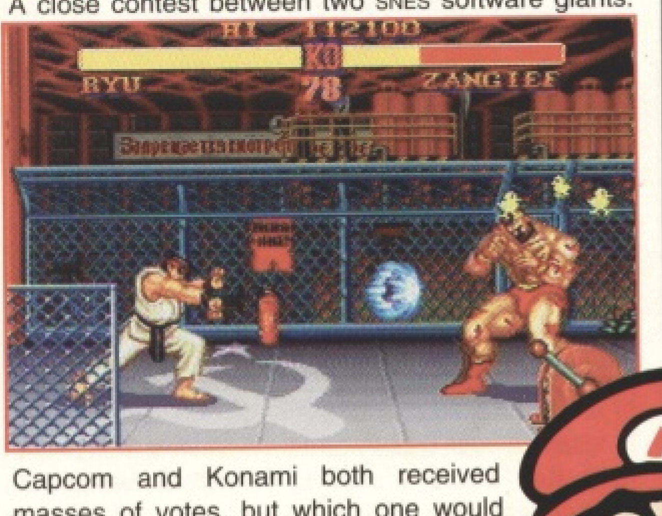
Best Group Of The Year: U2

The Irish superstars beat some diverse competition to win this, whopping REM and 2 Unlimited in the process (you'll never know how glad we were).

Simon wasn't too pleased with the result, being a bit of a closet 2 Unlimited fan, but Chris 'Rice Rice Baby' hasn't stopped beaming. Thanks to U2 and U lot out there for making our miserable Mancunian editor a happy chappy for once.

Software Company Of The Year: Capcom

A close contest between two SNES software giants:



Capcom and Konami both received masses of votes, but which one would win? Konami had lots of early support but a rush of Capcom votes at the last minute secured their victory. Capcom have, in the past year, released two of the best games ever on the SNES — *Street Fighter II* and *SFII Turbo* — and this was the deciding factor in their victory. They certainly deserve all the accolade — well done Capcom.

Best Beat-'Em-Up: *Street Fighter II Turbo*

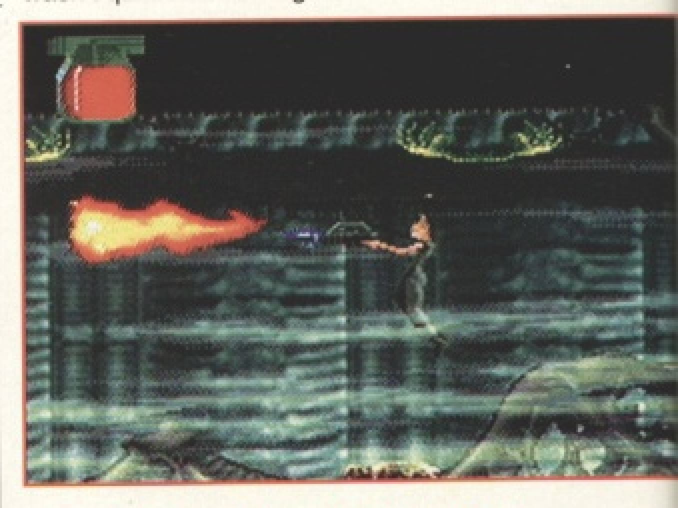
SFII Turbo receives yet another award to add to its increasing list. *Turbo* is the best two-player video game ever produced for a home machine. The graphics improve on *Street Fighter II*, and the playability is improved, so all the characters are more even, making it far more enjoyable. Sound effects are now arcade quality, with amazing speech and music. With all this it's hardly surprising that no other beat-'em-up came close. Our congratulations go, once again, to Capcom.



Best Shoot-'Em-Up: *Alien 3/Super Star Wars*

We thought the 'Favourite *Turbo* Character' category was close, until we compiled the results for this one. Luke and his mates were ahead at the start, but a strategic late rush from Ripley saw them neck and neck on the line so we thought it fair to declare a dead heat.

Star Wars is a huge game with massively varied baddies and hideous guardians, gorgeous graphics and supreme atmosphere created by the hypnotically catchy tune and spectacular spot FX. And *Alien 3* is, well... all of that too. With such stiff competition in these two classic carts, nothing else stood much of a chance, except *Starwing* which wasn't quite near enough.



Best Platform: *Super Mario All-Stars*

There have been a load of good platformers released this year, but in the end there was only one game in it: *Super Mario All-Stars*. Mario showed the world he hasn't lost any of his immense charm or popularity with the SNES-owning public. Such exceptional value for money, comprising all four of the Mario adventures that were previously available only on the NES, it's not hard to see why this won so easily. Congratulations to Nintendo for producing the best platform cartridge this year.

TM

Best Adventure/RPG: *Shadowrun*

What we thought was a dead cert winner looked decidedly dodgy at the beginning, as *Out Of This World* picked up nearly as many entries. A few more votes than

OOTW every day, however, and the office favourite soon accumulated a satisfying lead (much to Will's high-pitched delight). Many misguided readers tried to enter *Zelda III*, apparently forgetting that these are this year's awards (apart from the 'All Time' categories) and *Zelda* was one of the very first games on the SNES!

Really, no RPG this year has matched *Shadowrun* for graphics, sound, atmosphere, plot or thought provoking puzzles. Long live Jake Armitage. Sir, we salute you!



Best Strategy/Simulation: *Sim City*

Nintendo's 'You *are* The Council' simulation really seemed to strike a chord in you Councillor wannabes, 'cos it was streets ahead of the competition. Raising taxes, cutting workforces, demolishing buildings — did I say Council? I think I meant Government…

Best Sports: *Striker*

Two games figured heavily in the voting for this award: *Striker* and *Super Mario Kart*. *Kart* has been out for a while, but it certainly got a load of votes! Eventually *Striker* won out, and deservedly takes the prize. Congratulations go to Elite Software for releasing *Striker* and answering the prayers of footy fans everywhere.



Best Arcade Machine: *Mortal Kombat*

This was quite a hotly contested category, with three games all getting a good number of votes. *Virtua Racing*, *Street Fighter II Turbo* and the eventual winner *Mortal Kombat* were all in with a chance in what was one of the closest categories. *Street Fighter II Turbo* had the early lead, but after a few days the other two overtook it and it became a two horse race. *Virtua Racing*'s excellent graphics and multiple viewpoint made it a strong contender, but the blood and gore of *Mortal Kombat* must have attracted a slightly larger following, and the voting confirmed this. Well done to Midway for producing the best arcade game of the year, and roll on *Mortal Kombat 2*!

Favourite Part Of SNES FORCE: The Reviews

What can we say, except for thanks a lot for voting the section with our glorious countenances in it number one. The vote was very nearly unanimous, with literally only a couple of votes deviating from the vast majority verdict.

We try very hard to make our reviews as interesting and informative as is humanly possible, many long hours were spent debating what would go into them and what wouldn't. The decision, as we hope you can see, was to put as much relevant info into them as we could and then make it all visually attractive by locking Simon in a room with a SNES and a cart for weeks at a time taking screenshots for every game we review. And you should have seen the arguments over the design layout and overall look…

Anyway, glad you like it, we mean to carry on as we began.

Least Favourite Part Of SNES FORCE: Adverts

Okay, so they aren't the most interesting bit of the magazine to read, but we promise you the advertisers are your *friends*. Adverts are an essential part of the magazine because they create enough revenue to keep us in business, the profit margin in magazine publishing is so low that without them we couldn't afford to keep going. Not at £2.25, anyway, and fabulous as it is we don't think you'd be too pleased to pay more for your SNES FORCE.

Without wanting to get into a lecture in economic theory, the principle is the more sales the companies get from their ads, the more ads they'll book, the more money we have to reinvest in the mag — drop in price anyone? You can do this!

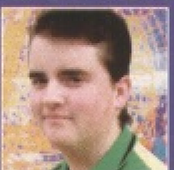


Favourite SNES FORCE Reviewer: Chris Rice

We had to put this award in just to feed our 'healthy' egos, so thank you for all of your metaphorical meals and light snacks. Voting was close right up until your voting slips arrived, and then Chris Rice ran out into the lead, leaving the rest of us to pick up our shattered dreams like a child with a broken toy. Okay, so he won this year, but next year… Just remember — one man's fish is another man's poisson.

Special thanks go to the thousands of dedicated game fans who took the time and effort to write in with their nominations. Roll on next year's awards!

SIMON'S STUNNERS



Official Release Of The Year: *Super Mario Kart*
It's just got to be *Mario Kart*, this game offers absolutely hours of fun-packed racing. The graphics are excellent and the sound is tops.

Official Release Of All Time: *Zelda 3*
The best by quite a long way! The graphics are really cute and look fantastic, the sound is quite stunning and suits the game perfectly. There's plenty to do and loads of smart puzzles to solve.

Import Game Of The Year: *Street Fighter II Turbo*
There was only ever one game in the running for this award: the one and only *Street Fighter II Turbo*. One-player mode is quite tough and poses a good challenge, and the two-player option is nearly faultless. I could go on all day!

Best Import Of All Time: *Street Fighter II Turbo*
It's *Street Fighter II* Turbo again. If you're wondering why, take a look at the above paragraph.

Most Original Game: *Super Putty*
Super Putty may be the most original game ever! It's good fun to play and completely wacky, as you control the blob of blue putty around the ever changing worlds.

Best Game Music: *Super Star Wars*
Super Star Wars fights off a load of top quality competitors to get my vote. The original *Star Wars* theme is perfectly recreated on this cart along with a number of other tracks from the movie — they sound like they should be on a CD!

Best Sound FX: *First Samurai*
The *First Samurai's* sampled speech and sound effects are excellent, and it features the classic sample 'Oh no — my sword!'

Best Graphics: *Street Fighter II Turbo*
Street Fighter II Turbo just has to win this one! The graphics perfectly recreate the look and feel of the amazing arcade version, the parallax scrolling is faultless and the whole thing looks quite amazing.

Best New Game Character: The Lost Vikings
The Lost Vikings walk away with this prize pretty well unchallenged, their wacky and quite witty wise cracks see to that. The fact that the game they starred in was a hit also helped!

Best Film: *Jurassic Park*
There may be bugger all story and a terrible ending to this blockbuster, but the amazing special effects and suspense just carry it through as my vote for best film.

Favourite SFII Turbo Character: Ken
There is only one choice for this award, and it's not one of the bosses or even Guile — it's good old pyjama boy Ken. The extended range Dragon Punch and his fireball attacks are quite amazing, making him virtually impossible to beat.

Worst Game: *Alien vs. Predator*
This sad excuse for a SNES game is quite bad enough, with some of the worst graphics and sound ever, but when you think about the license it wasted and how good it could have been, the whole thing becomes a thousand times worse. Not only the worst game of the year, but the biggest let-down.

Tackiest Character: Chester Cheetah
Any game which is based on a yellow cheetah who stars in T.V. commercials for cheese crisps has got to be a bit tacky! The game he is featured in is crap and the character is not much better.

Best Group Of The Year: Culture Beat
I know that they've only released one track so far and don't even have a album out, but in my opinion their current single *Mr Vain* is by far the best single this year.

Software Company Of The Year: Capcom
Another open—and-shut award — any company who release two of the best selling games of all time in one year must be doing something right. I am of course talking about *Street Fighter II* and *SF II Turbo*, and their producer, the excellent Capcom, who in my book deserve all the praise they get.

Best Arcade Machine: *SFII Turbo & Mortal Kombat*
This one is very close, but which is the best? *Mortal Kombat*'s blood and excellent death moves really make it a joy to play and the difficulty level is also good. *Street Fighter II Turbo*, on the other hand, is simply amazing, the speed and size of sprites in the arcade are fantastic and it's also very challenging. This is a draw as I can't decide which is the best.

Best Beat-'Em-Up: *Street Fighter II Turbo*
Street Fighter II Turbo once again takes the honours.

Best Shoot-'Em-Up: *Alien 3*
Alien 3 is all action, a joy to play and I loved every minute. The atmosphere it creates with brilliant effects is quite stunning.

Best Platform: *Super Mario All-Stars*
Four of the best and most fun packed games of all time on one cart with improved graphics and sound, there is simply no way you can go wrong with this excellent compilation cartridge.

Best Adventure/RPG: *Shadowrun*
By far the best RPG since *Zelda III*, it's puzzles are really well designed and the way things unfold means you always have something to keep you thinking. An excellent game!

Best Sports: *Striker*
The only sports sim that has really impressed me this year. This is the first footy game to be worthy of the SNES and I love it, the speed at which the game moves is incredible!

Best Strategy/Simulation: *Sim City*
The depth is incredible, and as you get into setting tax rates and financing your emergency services it becomes engrossing.

3DOver K

Does the arrival of the 3DO 32-bit CD-system and Nintendo's announcement of their new 64-bit 'Project Reality' signal the end of the Super Nintendo? Don't get fooled by the hype, the 16-bit is still king...

3DO is the name on everybody's lips but what exactly is it — a computer or a console? Well, actually it's a company planning to establish a new consumer electronics format like VHS — and make a fortune along the way — without manufacturing or marketing any products. Sounds like a great concept. All they have to do is license their technology to manufacturers and then sit back and watch the profits roll in. And with a $3 (approx £2) 'royalty' on every software copy ordered they stand to make a killing — just imagine if Thomas Edison put a $3 levy on every vinyl record ever sold worldwide and you begin to appreciate how much money is at stake.

It's important to understand that 3DO is not a brand, but rather a standard. For example there are many different brands of CD players (Panasonic, Sony, Phillips etc.) but they all carry the Compact Disc logo. The idea is that different brands of 3DO machines will be available but each will carry compatible software — just as you can buy different brand video recorders but 99% are VHS and they all run the same tapes (Betamax was launched as a rival standard and failed miserably).



More realism than ever before — the 3DO version of *Dragon's Lair*.

The first 3DO machine is being manufactured by Matsushita (the largest consumer electronics manufacturer in the world) and released under one of their brand names, Panasonic. It's scheduled to hit America in October at $700.

Officially, it's being called the Panasonic REAL Interactive Multiplayer. Essentially, it's a powerful CD-based system allowing you to bring the world of interactive entertainment into the home. Its claims are certainly bold, 'real life in a box' is a term frequently used to describe the 3DO system. It aims to achieve this via its 24-bit colour photo realistic graphics, CD-quality sound and Hollywood-style effects like warping, transparency and video footage integration.

What this means to the user is unparalleled realism in games and simulations. In the 3DO version of Electronic Arts' *John Madden Football* for example there's actual full-colour video commentary from the legend himself. In *PGA Tour Golf* you tee off against 60 top PGA tour pros who've been filmed and digitized into the game. So should you throw away your SNES and start saving for 3DO? Well, don't start making any hasty decisions until you've heard the full story.

PALs for life?

Although many people are getting excited by the impending release of Panasonic's 3DO system, it's ▶



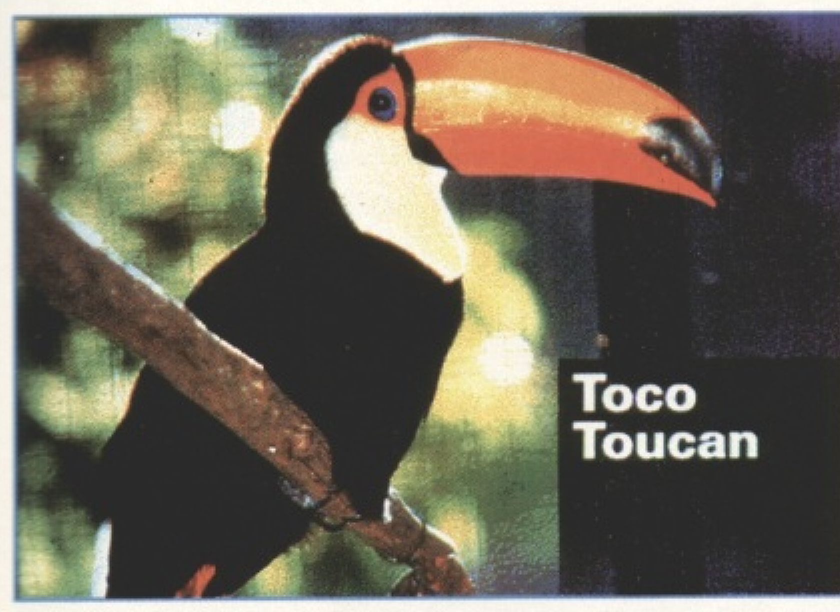
Reach for the stars — boasting a colour palette of 16 million colours , 3DO promises incredibly enhanced pixel resolution.

BLINDED BY SCIENCE?

These 'benchmark' tests use figures supplied by 3DO to show the tecnological superiority of their 32-bit CD machine over its console counterparts.

	TV	8-Bit	16-Bit	3DO
Colours	2,000,000	16	256	16,000,000
Animation (pixels/sec)	6,000,000	100,000	1,000,000	36,000,000 64,000,000
Overall	Mass Market	Toy/hobby	2D	3D

ill?



3DO supports Kodak's Photo CD, as a well as a range of interactive multimedia and educational titles.

The Super Nintendo

Although the Super Famicom was launched in Japan in 1990 the UK version didn't arrive until April 1992. The console was hyped as the most advanced games playing system of the time and pointed to its superior graphics and sound qualities as evidence of its superiority over the Sega Mega Drive. Although official PAL software was slow to filter through to UK markets, this initial problem has since been resolved and Nintendo UK hardware sales are estimated at an impressive 700,000 for the calendar year 1992.

The vision

- 16-bit processor
- 65816 CPU with variable clock speed — 1.79, 2.68 and 3.58 MHz
- 32,768 colour pallete including 256 on screen at any one time
- 256x224 resolution (up to 512x448 in Mode 6)
- Sony sound-APU/DSP-IC featuring 8-bit ADPCM.
- 128 sprites on screen at any time.

The reality

There's no doubting it, the SNES is a top quality games machine. Aggressive pricing, the introduction of custom chips such as the DSP and the Super FX, and the arrival of *Street Fighter II* and *StarWing* has helped further boost sales.

With all the hype surrounding the possibility of a Nintendo 32-bit CD-ROM system a few owners are beginning to grow restless with their tried and trusted machine and are looking to newer, more technically advanced consoles, for heightened gaming experiences. However the majority of people — including Nintendo UK themselves — appear to be convinced for the time being that quality software, not hardware, is the key to success. With the release of *Mortal Kombat* and the promise of such titles as, *Street Fighter II Turbo* and *Super Empire Strikes Back* the future certainly looks healthy for SNES owners.

3DO

The brain child of EA founder Trip Hawkins, this CD-ROM-based digital interactive multiplayer is released in October in the USA at about $700. Depending which CD you put into the machine you can play a video game, listen to an audio CD, look at a photo CD or consult an encylopedia. But does it live up to the hype…

The vision

- 32-bit RISC ARM6 CPU running at 12.5 MHz
- 50 times faster than conventional 16-bit systems
- 16 million colours
- Twin graphics chips that can move up to 64 million pixels per second.
- 3 meg of RAM
- Direct Memory Access (DMA) engine allows data transfer via the bus rather than CPU. In normal mode it can move around six megabytes a second (two-three times faster than the SNES) and in 'Sport DMA' 50 megabytes a second (20 times faster than SNES)
- High quality 640x480 display resolution
- Option of expansion port centre for adding external drives and modems.

The reality

3DO is a company valued at £300 million that has never shipped a product. Although 3DO software was demonstrated at the Chicago CES, it has since been suggested it was being run from powerful Apple Quadra computers as a 3DO player was 'unfinished.'

There appears to be growing concern at whether the machine can make the October on-sale deadline. Of course 3D0 remain confident. Senior vice president of software Bill Duvall categorically states: 'There will be machines in the market place in October' but even so at $700 (approx £500) many argue people simply won't pay that kind of money for a games machine no matter how impressive it sounds on paper.

Bill White, Nintendo's director of Marketing and corporate comuunications is one such doubter: 'We know this market and it's not there at $700. Half of the players and 65 to 70 percent of the software buyers are under fifteen. They save up their allowance money and their birthday money. In 1991 we brought out the Super Nintendo at $200. It hit the wall. In 1992 we brought the price down to $149 and with no software at $99, and sales took off like a rocket.'

Hawkins is quick to reply: 'Look at the Atari ST. Atari did everything wrong and still sold half a million. Look at the Commodore 64. It was seen at the time as a games machine. In 1993 dollars it cost well over $1,000 — and they *still* sold 15 million of them worldwide.'

The price being quoted is only for the basic box which will match up to the specifications in the panel on page XX. Add ons will do more… at a price. There's even talk of an add-on MPEG cartridge that will support full motion video.

There are also concerns over the accuracy of the 3DO hardware specifications. There is no evidence to support the claim that 3DO is 50 times faster than current 16-bit systems and there are technical quibbles over whether the display resolution really is 640x480.

Still, even if it can't live up to all the hype it's undoubtably a very impressive machine and is poised to become an industry standard for interactive entertainment in much the same way as VHS has become the standard for video recorders. Whether it achieves its aim or becomes the Betamax of the interactive entertainment industry remains to be seen.

REMEMBER THESE?

Five other standards that never quite made it:

1. **Betamax**
2. **CDTV**
3. **PC Engine**
4. **QL**
5. **Neo Geo**

TECHNICAL TALK

CD ROM: Compact Disc Read Only Memory
CPU: Central Processing Unit — the 'brain' of the computer.
DMA: Direct Memory Access
DSP Chip: Digital Signal Processor chip used in games such as *Pilotwings* and *Mario Kart* to create custom graphics effects, and in the SNES itself to produce sound.
MIPS: Millions of Instructions Per Second
MFLOPS: Millions of Floating Point Operations Per Second.
Project Reality: The new joint development between Nintendo and Silicon Graphics to produce an 64-bit interactive 3D entertainment machine.
RAM: Random Access Memory
RISC: Reduced Instruction Set Computer

Nintendo's Project Reality

A collaboration between Nintendo — the world leader in video games — and Silicon Graphics, Inc — the world leader in visual computing — designed to create a new generation of video entertainment, enabling players to step inside real-time 3D worlds and all for less than $250. At least that's what the press releases say. In reality, all there is to date is an agreement between the two companies and a list of machine specifications. Take a look at the information below and draw your own conclusions…

The vision

- True 64-bit MIPS™ RISC Microprocessor.
- Greater than 100 MHz microprocessor clock speed.
- Real-time 3D graphics, 24-bit colour, high-resolution video and CD-quality audio.
- Greater than 100,000 polygons (50 pixel meshed triangles) generated per second.
- Exceeds 100 MIPS (Millions of Instructions Per Second).
- Exceeds 100 MFLOPS (Millions of floating point Operations Per Second).
- Real-time anti-aliased 3D Texture mapping for very realistic graphic images.
- Resolution exceeds NTSC and PAL TV standards (compatibility with future HDTV).

The reality

While we've all marvelled at Silicon Graphics' work to date — their technology enabled film makers to create the incredible special effects used in *Terminator 2* and *Jurassic Park* — a working system won't be available in arcades until 1994 and to home users until late 1995. Anybody remember the much-hyped Nintendo add-on 32-bit CD system slated to appear in 1993? That seems to have been mysteriously swept under the carpet. And while it all sounds very impressive on paper, what about key factors such as software format. Will it be a cart- or CD-ROM-based system?

It's already been proved a lot can happen in a year, so what are the chances of 'Project Reality' making the 1995 deadline — or being made at all for that matter? We've been around too long to be drawn in by the hype. While there's no doubting the pedigree of the two companies involved, until we see a playable system up and running we won't be getting too excited.

Some cynics are even going as far to suggest — and the timing of the announcement would support the argument — that this agreement has been released to steal 3DO's thunder. Indeed, after the press conference 3DO share prices fell $4.50.

Understandably the majority of those touting this theory are 3DO supporters anxious to dismiss the validity of a Nintendo 64-bit system.

So, pie in the sky or the future of home video entertainment? Unfortunately, we'll have to wait over a year to find out. In the meantime… don't hold your breath.

important to realise that it only has a NTSC output and therefore isn't compatible with UK television. Also as the system won't run with a monitor, and it appears to be at least a year until a UK version appears, it's going to be a long while yet before British game fans get to judge for themselves.

So just how much better is 3DO than our beloved Super Nintendo. Take a look at the figures supplied by 3DO in the table on page — as expected there's a vast improvement in performance, but remember the SNES is eight times cheaper than 3DO, and you have to ask is the improvement in quality worth the additional expenditure?

For most game fans the crucial factor is software not hardware. After all, what's the use of paying $700 (approx £500) for a machine if there are no decent games? There are a range of 3DO titles already in development, but games such as *Road Rash*, *Dragon's Lair* and *John Madden Football* are ironically being converted from the Mega Drive and the SNES — hardly ground breaking.

In fact, contrary to what many people would have you believe, the future for SNES owners is very rosy indeed. Not only does the run up to Christmas see the release of a host of great games at reduced prices but also, as the improvement of the general standard of games shows, programmers are finally beginning to fully explore the possibilities of the SNES.

So don't despair and *don't* be dazzled by statistics — the SNES is here to stay for a good few years yet. And while the possibility of a 64-bit Nintendo system is a thrilling thought, until it becomes available let's just enjoy the system we've got and the best software in the universe — long live the Super Nintendo! ■

Above: 3DO system effects like depth of field and compact video images take you to the farthest reaches of the galaxy.



Stunning 3D rendered graphics and actual NASA video animation combine to bring you the spectacular *Worldbuilders inc.*



Get ready for no-holds-barred street racing and bare knuckle combat in the 3DO version of Electronic Arts' *Road Rash*.



'*Road Rash* pushes texture mapping to a new level for a revolutionary, photo realistic road effect.'

SPOT THE DIFFERENCE

One of these *John Madden* screen shots is from 32-bit 3DO and the other is the SNES version which is eight times cheaper. Can you tell the difference?





Just incase you're wondering the Super Nintendo version of John Madden'93 is on the top.

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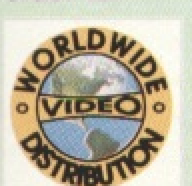
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Super Empire St

Use the Force... the SNES FORCE! As the sequel to *Super Star Wars* looms on the horizon we take a look at what could be an inter-galactic best seller.



The huge swamp boss's home is the Degoba system. He takes loads of hits and is surprisingly fast — take great care.

The Imperial forces have suffered a severe blow; their newest space station, the Death Star, has been destroyed by the Rebellion — a small band of freedom fighters striving to break the oppression in the galaxy. Now, the Empire has decided to strike back, crushing the Rebels and halting their intervention once and for all.

With huge levels and absorbing gameplay it could even put the famed film to shame.

By setting down tracker probes on planets in the galaxy, the Imperial Forces hope to find the location of the Rebel's secret base — and destroy it.

Super Empire Strikes Back closely follows the plot of the blockbuster film that stormed the nation in the early eighties. The actors/actresses involved could never have imagined how big the film(s) would become but now the *Star Wars* trilogy has reached cult status and grossed more money than a wookiee has hairs.

A long time ago...

The story begins on the icelandic plains of the planet Hoth, the temporary base for the Rebellion. Luke Skywalker, Jedi novice and all-around good guy, is on a routine check of the HQ perimeters when he sees a meteorite (an Imperial tracking probe) strike the planet's surface. But as he investigates he gets caught up in a harsh blizzard and soon falls victim to the extreme temperature conditions. Lapsing in and out of consciousness, Luke hears the voice of Obi-Wan Kenobi, his mentor, who instructs the aspiring Jedi to visit the wise warrior Yoda to be taught the way of the Force.

The Imperial Forces soon discover the Rebel base on Hoth and begin an instant all-out attack. Hours later the pale blue skies are ignited with energy blasts as the Empire descend upon the dwindling Rebel ranks.

Rebel with a cause

With immediate evacuation enforced the rebels flee the barren planet with the Empire hot on their heels. After recovering from his near death



Han Solo is in big trouble in Cloud City, this huge end-of-level spacecraft stops at nothing to see our hero killed.


The huge jungle-like Degoba system features some of the best spot FX and music.

rikes Back

JVC/Lucas Arts

WORK IN PROGRESS



The second section of the Degoba system. Grab the moving platform rising from the water.



Take the role of Han Solo and fly the Millennium Falcon though a busy asteroid belt.



Above: Han retreats as an Imperial Stormtrooper gives chase.



Right: the intro sequence shows the Star Destroyer via Mode 7 scaling.



Luke jumps toward the snow beast and attacks with his trusty Light Saber…



…as he lands, the snow beast breaths his ice cold fumes at the helpless hero, momentarily stunning him.

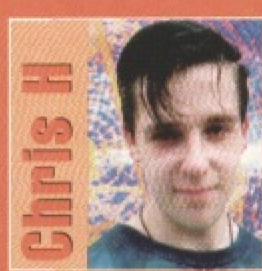


The beast then attacks the frozen Luke and pushes him off the edge of the platform.



As Han Solo makes his way along this section it's a good idea to shoot all the boxes as many contain useful power-ups.

'Obi Wan another go'



Have you ever wanted to venture into deep space and battle it out with die-cast robots? Did you fancy Princess Leia, especially in her *Return of the Jedi* get-up? Did you try to construct space stations out of cardboard with little success? Well, if the answer's yes then there's no doubt you'll love the second in the *Star Wars* game trilogy. From the moment the faithful theme tune sounds in its orchestral glory, you know you're in for one excellent nostalgia trip. Like the first game, *SESB* has amazing sound effects. The laser blasts are just like those in the film along with the lightsaber which emits a low crackling buzz as it's swiped from side to side. There are even samples from the film such as Yoda on the continue screen who croaks 'Do or do not, there is no try' — it's as if the little fella's standing right beside you.

Hoth has a cold, bleak look, cast in a mysterious blue and with excellent snow storms. Alien creatures are varied and vicious and each level has much more appeal than the average platform game. Having only sampled the early sections I can't comment on the rest of the game, but so far I'm impressed. Now, if I could just have one more go…

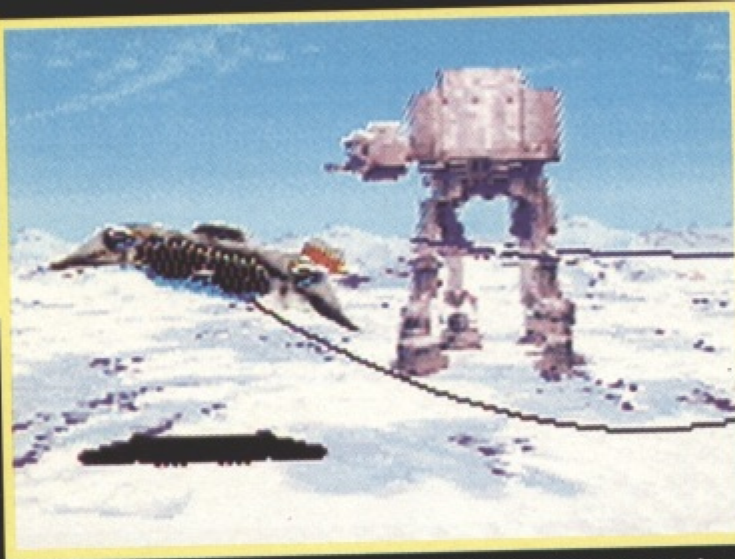
predicament, Luke journeys to a swamp planet in the Degobah system to receive training from Yoda, Jedi master and ex-teacher to Empire Lord Darth Vader and Obi-Wan Kenobi. Yoda teaches Luke the ways of the Force, an arcane power around which the entire universe revolves. But the training is cut short as Luke foresees his friends lured into an Empire trap and immediately rushes off to warn them. But he arrives at the mystical Cloud City too late and ends up in a confrontation with Darth Vader resulting in Luke's hand being sliced off. To dampen spirits even more, Han Solo is frozen in carbonite and whisked away by an unscrupulous bounty hunter. As the Rebels mourn for those they've lost at the mercy of the Empire, the wookiee Chewbacca and Cloud City president Lando Calrissian set off to retrieve Han from his ice box.

Of course the film wasn't over that quickly and the game isn't either. With huge levels and absorbing gameplay it could even put the famed film to shame. Involving all the characters and scenarios from the film and featuring wicked graphics and stereo music and effects, *Super Empire Strikes Back* is set to boost the film's popularity even higher. Expect the official release to land on Earth around December. The Empire is set and ready to strike back...

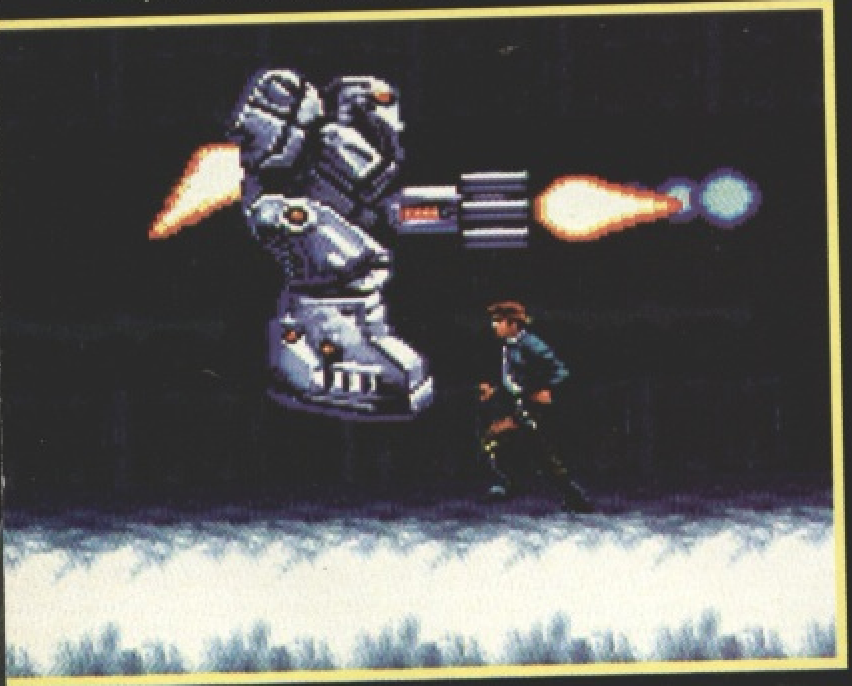


This huge boss lurks at the end of the Hoth stage. He attacks with his freezing breath and tries to grab the stunned Luke.


The snow speeder sees its target and begins to swoop in on the huge AT-AT walker.


The tow cable is locked onto one of the Walker's legs. Luke flies around the snared AT-AT and begins to pull its legs.


The mighty AT-AT crumples to its knees in a heap. Now blast it to smithereens.

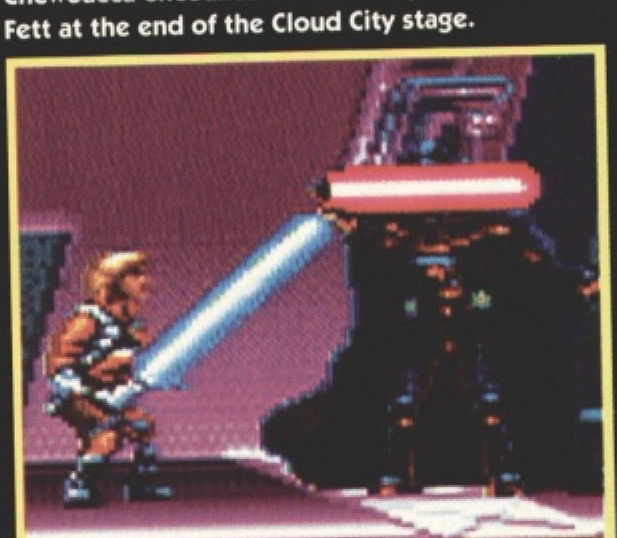

Above: Han Solo is confronted by a huge android with a powerful plasma gun. Get behind him and blast.

Left: Chewbacca blows away one of the many enemies with his plasma blaster.


Chewbacca encounters the bounty hunter Boba Fett at the end of the Cloud City stage.



This short but fast section is set on speeder bikes. Luke has to clear his path of troopers.


The ultimate experience for all *Empire* fans — a one-on-one lightsaber duel with Darth Vader.

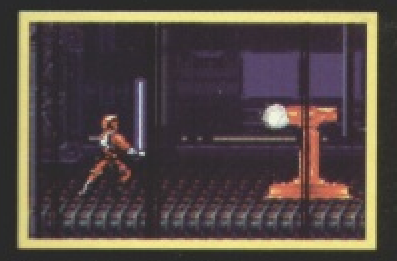

Chewy is temporarily stunned with an ice blast, leaving him vulnerable to further attacks.



Luke makes a desperate attempt to get to the platform above but just can't make it. The spin jump gives a little extra height.



Chewbacca negotiates one of the most difficult stages. The lava drains energy rapidly and rocks are sinking constantly.



When faced with these very rapid firing guns use the sword to block the shots, rebounding them back.



Han gets frozen by gas in the cryogenic lab. He's only stunned for a few moments but it can be fatal.

USE THE FORCE

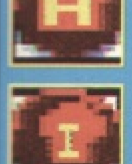
Luke's journey takes him to Dagobah to meet the Jedi master, Yoda. Once he has passed his training and learned to use the force he has a range of Jedi powers at his disposal.

Elevation: gives Luke the power to float though the air.



Freeze: brings everything on the screen to a complete stop.

Heal: used to replenish Luke's dwindling energy.



Invisible: allows him to travel unnoticed.

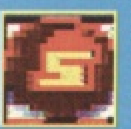


Mind Control: use Jedi force to overpower weak enemies.



Saber Control: Luke can throw his lightsaber across screen.

Saber Deflect: Protect yourself from powerful enemies.



Slowdown: slows enemies, making them easier to kill.





LUKE SKYWALKER

1. Light Sabre: Luke's best form of attack, it does great damage and is quick and easy to use. Ideal for simultaneous high jump and attack.
2. Laser blaster: less powerful than the lightsaber and is also quite slow. It is best used for attacking enemies at a distance.
3. Slide: may look worthless but can prove very useful. Perfect in situations requiring you to creep past quickly and stealthily.





HAN SOLO

1. Blaster: Han's main form of attack is much more powerful and faster than Luke's. It has multiple power levels and is kills effortlessly.
2. Roll: very similar to Luke's slide but is faster and goes further. Use it for evading tight situations or escaping the Empire's onslaught.
3. Grenades: these are very powerful and do much more damage than the blaster. Use them sparingly as they are limited.







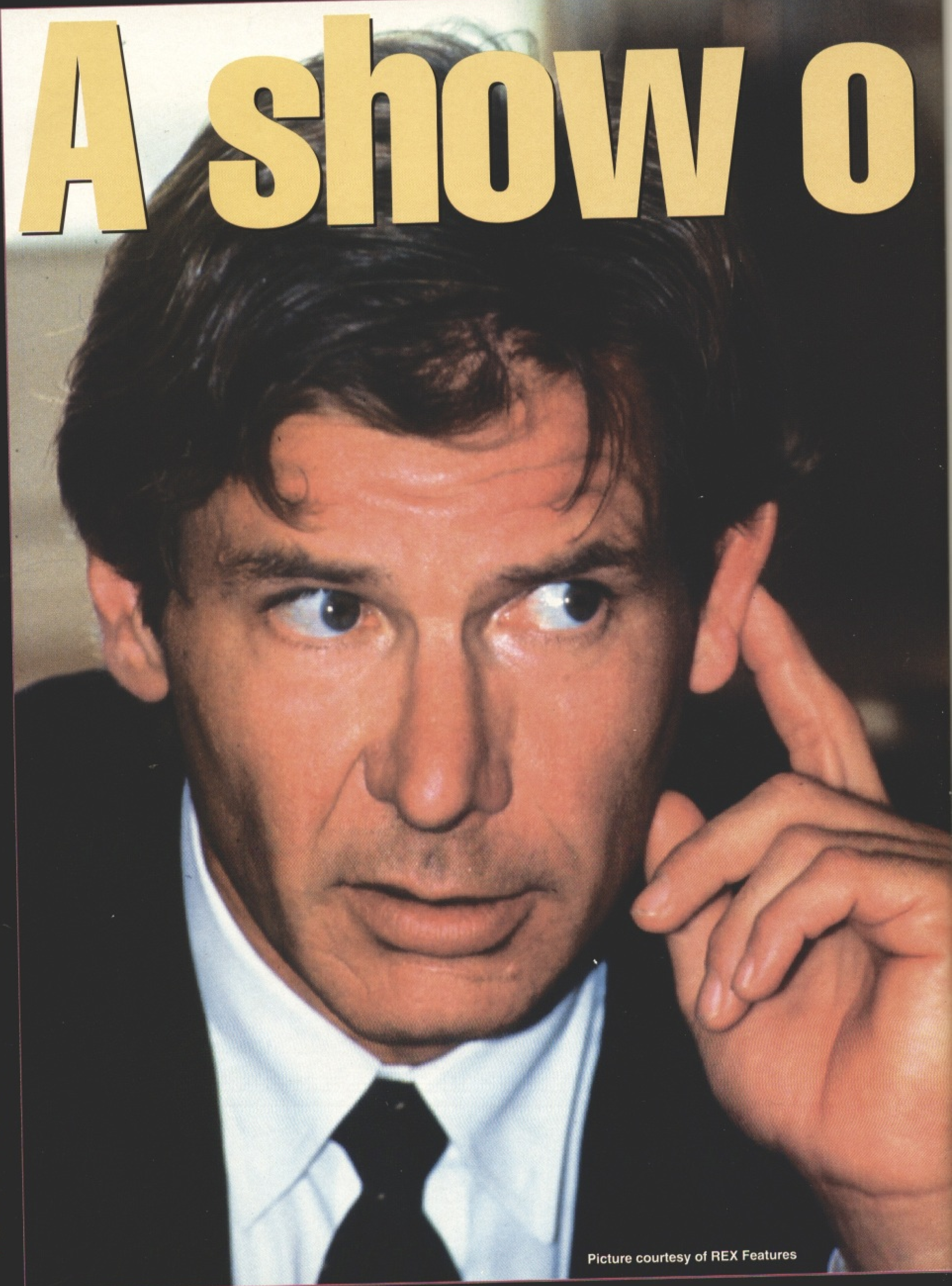


CHEWBACCA

1. Chewy blaster: similar to Han's in power and shot speed. As with Solo's it can be powered up and each level has strengths and weaknesses.
2. Slide: very similar to Luke's and offers all the same advantages.
3. Super spin: Chewy's special move is very useful when surrounded byenemies. He revolves rapidly while firing a high-powered flame weapon.

A show o

Harrison Ford talks...



Picture courtesy of REX Features

f Han's

HARRISON FORD

■ Is Harrison Ford a movie star? Not in his own eyes, he isn't....

'I want to be recognised for the job I do, which is acting' says Ford. 'I get paid money for that, not for being a movie star. The business of being a star and doing what's necessary to remain one, promoting yourself as a fascinating personality, is something I'm inadequate to do. I don't consider myself unique. I just work in the movie business.'

This statement shows a realism that is entirely in keeping with Ford's no-nonsense screen image. When not cracking his Indiana Jones bullwhip or piloting the Millennium Falcon through a meteor storm he's usually the all-round nice guy with his feet firmly on the ground.

Ford is perfectly cast in his latest movie, which is a big screen remake of the classic 1960s series *The Fugitive.* Here he plays the title role of Richard Kimble, a man on the run from the law — and his one-armed nemesis Tommy Lee Jones — after being wrongly accused of killing his wife.

'I grew up with the original show,' says Ford. 'It was a great story, a great concept, and I guess that's why people still remember it so fondly today. But the series went on for a long time; I guess poor old David Janssen, who played Kimble, must have been on the run for quite a few years, and audiences kind of lost interest in the end. I believe it works so much better as a movie, where you can give audiences a real rollercoaster ride for two hours and then tie up all the loose ends.'

Maybe, but the blockbuster movie has done so well at the box office that we wouldn't be at all surprised to hear that poor old Richard Kimble was going on the run again in a sequel!

The original TV series was one of the few that the young Harrison Ford didn't get to appear in when he was working his way up through the ranks of Universal contract players at the start of his career. He was in *Gunsmoke, A Man Called Ironside, The Virginian* and *The FBI.* 'They always cast me as the sensitive younger brother type.'

Going Solo

His big screen debut came in a walk-on part as a bellboy in the 1966 thriller, *Dead Heat On A Merry Go Round.* After seeing this at a preview screening, a studio executive took him aside and told him: 'listen kid, I know when I see someone who is going to be a star. Sorry, but you just ain't got it. Why don't you try another line of work?'

By the early 1970s he was almost convinced the studio boss was right. 'I was pretty good at carpentry, which was always a hobby of mine,' smiles the actor. 'So I thought, what the heck, I can always make a decent living at that if this acting stuff doesn't work out. Besides , it was the only other job I had the clothes for...'

He did indeed take up carpentry to see him through his long 'resting' periods between movies.

"None of us involved had the slightest idea how big *Star Wars* would be. All we knew was we were making a fun kind of picture."

That's why he was in the middle of constructing a new entrance for director Francis Ford Coppola's office when Coppola's protégé George Lucas happened by. Lucas asked him, as a favour, to read for a part in a science fiction movie he was preparing. Ford agreed. And that's how he came to be taken on to play mercenary space captain Han Solo in *Star Wars* and its sequels.

'Of course none of us involved had the slightest idea how big *Star Wars* would be,' says Harrison. 'All we knew was we were making a fun kind of picture in the mould of the old *Flash Gordon* serials. My main memory of it now is how strange it was having to react to thin air, where all these special effects would be put in after the film was finished...'

The rest is history. *Star Wars* became the biggest moneymaker of all time, and Ford — who was in for a quarter of a percent of the colossal box office take could put his carpentry bag in the attic. He went on to reprise his role in *The Empire Strikes Back* and *Return of the Jedi.* Then he consolidated his new, swashbuckling image playing that fearless adventurer Indiana Jones in *Raiders of The Lost Ark* (1981).

He was lucky to get the part of the whip-wielding Indy. It had originally been given to Tom Selleck, but he was forced to bow out at the last minute to appear in the long-running TV series, *Magnum.* Once again the series stretched to two popular sequels — *Temple of Doom* and *The Last Crusade*, both of which made a fortune at the box office.

Around the same time as *Raiders*, Ford appeared as a gruff Bogart-ish future private eye hunting down cyborg replicants in the cult sci-fi movie *Blade Runner.* 'It's one of those movies that kind of follows me around,' he says. 'People always want to talk about it, which is odd, because it wasn't a success when it first came out. A lot of scenes were cut because of bad audience reaction to the film at previews. Friends tell me the new Director's Cut is an improvement, though I'm too close to it to be able to judge for myself.'

Ford could very easily have coasted along on the success of his Indiana Jones and *Star Wars* movies. But instead he sought out challenging roles to demonstrate his worth as a serious actor. Among the best of these were *Witness* (1985) and *The Mosquito Coast* (1986), both for talented Aussie director Peter Weir. He also earned a great deal of critical kudos for *Presumed Innocent* (1990), in which he played a prosecutor assigned to investigate the murder of a colleague (Greta Scacchi).

True Patriot

At 52, Ford is now regarded as one of the top male actors of his generation, a status reflected in his $7 million-a-movie salary. This is only about half the size of the monster wage packets being taken home by superstars like Arnie, Bruce Willis or Sly Stallone. But he's catching up fast, having recently signed a $65 million deal to appear in a series of movies playing two-fisted ex-CIA agent Jack Ryan, the character he portrayed so successfully in the recent box office hit *Patriot Games.*

'Ryan is a very interesting character to play,' he affirms. 'He's kinda like a James Bond of the '90s, I would normally shy away from an ongoing commitment like this, but the money was too good to turn down. Anyway, I've enjoyed reading Tom Clancy's books. These are good stories, and I'm sure the movies will be as much fun to watch as they will be to make.'

When he's not working, Ford shuns the Hollywood lifestyle and prefers to stay at his Wisconsin ranch home with his wife (*ET* screenwriter Melissa Matheson) and family. 'I'm a private kind of guy,' he concludes, 'and I enjoy being anonymous when I'm not up there a hundred feet tall on a movie screen. I had no ambition for that kind of status. I just wanted to make a living with a regular role in a television series. That was the most I hoped for — and just look at me now!

And with that, the very ordinary Indiana Jones heads off into the sunset. ■

The Super LEAGUE

What a month it's been. After charting at number two, *Super Mario All-Stars* takes poll position in the prestigious platform category. Not to be outdone, *Jurassic Park* storms into the league — but will it make it to number one?

Arcade

1. Ghouls'n Ghosts
2. Castlevania IV
3. Super Pang
4. Joe & Mac 2
5. Chuck Rock
6. Super Bomber Man
7. Taz-Mania
8. Super Adv. Island
9. Battletoads
10. Dragon's Lair

Adventure

1. Legend of Zelda
2. Shadowrun
3. Jurassic Park
4. Out of this World
5. Mystical Ninja
6. Actraiser
7. Lagoon
8. Drakkhen
9. Soul Blazer
10. Gods

Beat-'em-up

1. Street Fighter II Turbo
2. Street Fighter II
3. Mortal Kombat
4. Final Fight
5. Ranma 1/2 Part II
6. Batman Returns
7. Rushing Beat Run
8. Super Double Dragon
9. Turtles IV
10. Tuff E Nuff

Platform

1. Super Mario All-Stars
2. Super Mario World
3. Mickey's Magic Quest
4. Mr Nutz
5. Tiny Toons Adventure
6. The Addams Family
7. First Samurai
8. Prince of Persia
9. Smartball
10. Out To Lunch

Puzzle

1. The Lost Vikings
2. Lemmings
3. Super Tetris/Bombliss
4. Krusty's Spr Funhouse
5. Yoshi's Cookie
6. Push Over
7. Q*Bert
8. Troddlers
9. Spin Dizzy Worlds
10. Monopoly

Shoot-'em-up

1. Alien³
2. Super Star Wars
3. Parodius
4. Cybernator
5. B.O.B.
6. Super Probotector
7. Pop 'n' Twinbee
8. Axelay
9. Starwing
10. Super Air Diver

Sports

1. Super Mario Kart
2. Top Gear
3. Super NBA Basketball
4. John Maddens '93
5. Super Tennis
6. Striker
7. Super Soccer
8. Extra Innings Baseball
9. Exhaust Heat II
10. Championship Pool

Strategy

1. Pilotwings
2. Desert Strike
3. Sim City
4. Player Manager
5. Populous
6. Super Strike Eagle
7. Mech Warrior
8. Sim Earth
9. Power Monger
10. Sky Mission

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

...is total commitment to unbiased and informed comment on the latest official UK releases. Read it, savour it, by all means share it, but most of all enjoy it!

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced and market the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Platform

Producer .... Ocean
Supplier .... Ocean

Price .... TBA
Status .... UK Release

Players 1
Lives 3
Continues .... Infinite
Extras .... None

What the makers say...

The hottest, nuttiest SNES action you've ever seen. Crack Mr Nutz — or he'll crack you!
■ Ocean

Controls

Button	Action
Green	Throw Acorn /Tail Swish
Yellow	Jump
Blue	Run
Red	Jump
L	Nothing
R	Nothing






First impression



Another cute animal leaping on platforms but this has a certain edge.

Amazing graphics and great sound. Very hard to put down.

Professional just isn't the word, those graphics are in a class of their own.

First day score

Will — Level 3

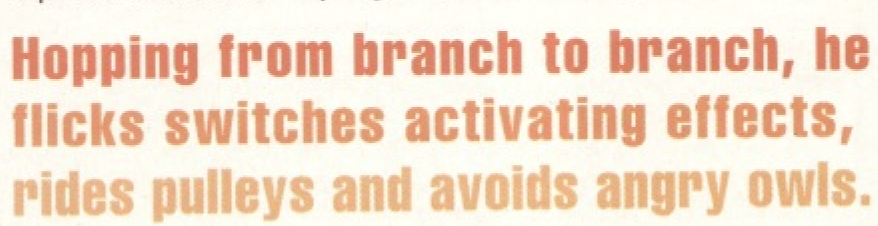


Mr Nu



Forget all you know about cute and fluffy little squirrels having big brown eyes and chattering in an endearing manner, *Mr Nutz* is here...

The world was lovely, bright and happy, birds sang and squirrels scampered around — until one day, when a big hairy Yeti lumbered down from the mountains and set about freezing the world into a glacial kingdom. Only one courageous soul is man enough to tackle the matted menace... and he's a squirrel. Mr Nutz is a red squirrel with an unfeasably large tail, and he knows just how to use it. To reach the Yeti, Nutz must defeat his many minions, using his tail to swish them, grabbing acorns to hurl at them and bouncing on the head of anything that gets too close.



Hopping from branch to branch, he flicks switches activating effects, rides pulleys and avoids angry owls.

The platform fun kicks off on Mr Nutz's doorstep, the forest called Woodyland. Creeping through the midnight wood, Nutz encounters wicked spiders, tiny boulder-throwing bugs, ballet-dancing flowers and an uncomfortably pleasant *Swan Lake* soundtrack. Before leaving, he faces lightning fast Mr Spider and his army of little relatives.

Caught by the Nutz

There's no time for a break as our intrepid squirrel contemplates his sense of balance in the treacherous tree-tops level, Hopping from branch to branch, he flicks switches activating secret effects, rides pulleys and avoids angry owls, ladybirds, moles and giant moles plus whatever is hiding in the trees with a big mallet. The goal is to find a golden key, allowing access to the witch's cottage.

Inside the cottage on stage three, the hazards of the 'Fowl Kitchen' are immediately apparent. Trying to find the secret passage to the Volcano Underpass, Nutz hops around cupboards fighting off wasps, re-animated roast chickens and enchanted glass bottles spewing deadly corks. A hidden switch removes a ledge and down falls a magic potion which, when quaffed, shrinks the already diminutive rodent to the size of an anorexic shrew. Micro-small, Nutz slips down the plug-hole into the sleazy world of enchanted plumbing. He seeks to vanquish its slimy inhabitants and confront the tentacled fiend Mr. Octopus.



The puzzle element rears its head as Nutz struggles to push the goldfish bowl to the right place in the Witch's living room.

Piping hot Nutz

In the Volcano Underpass, burning lava surrounds the sweaty squirrel as he heads for the safety of the outdoors. In his way are burglar bugs, weird fire creatures and multiple butterflies, not to mention the heinous bulk of the giant Ogre, who must be felled. ▶



Shrunk to the size of a walnut, the intrepid squirrel attempts to brave the perils of the magic sink.



Our hero uses the black rubber squares to full effect, to grab nuts from high branches.

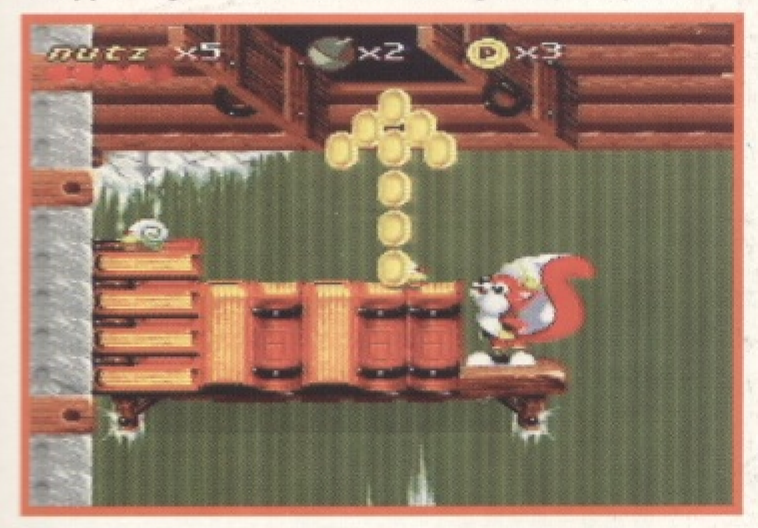
tz


He's big and he's mean but who's gonna say that to Mr Spider's face?


Having flicked the switch on the left, Nutz shows us his 'disappearing wall' trick. Give him a big hand, everyone.

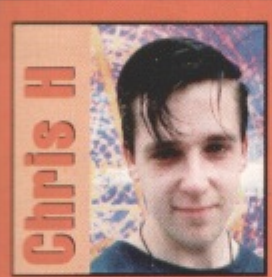

These birds have been plucked and stuffed and aren't too happy about it.


The Woodyland area has loads of secret platforms and hidden glades.


'Well, I wonder where I should go from here' muses the squirrel of very little intelligence.


'Waaaah!' screams the plucky squirrel as he plummets to his death.

'Arcade quality'


Chris H

Think of an arcade game. Imagine large, plump graphics, picture the attention to detail and enthuse over the appeal of the whole thing. Now look at *Mr Nutz* and wonder if there's an arcade version. You see, it's got such an arcade feel, if it was stuck in a cabinet you'd be inclined to look for a coin slot.

The squirrel is a spritely sprite, jovially strutting along in his baseball boots and using one excellent attack — the tail sweep.

The other characters are also impressive — throw a nut at an apple and it splits in two, and sweep a hedgehog and it sheds its spiky coat to reveal a bald hog in a nappy. Guardians are well designed, keeping the cute theme but nice and big.

Each zone is large and graphically different from the last. The kitchen area is especially good, the furniture is bold and beautiful, full of colour and detail. Perhaps there are just a few too many precise jumps required; a real drag if you fall from a great height back to the very bottom of the level, and play often verges on the near impossible which can irritate. Well-timed jumps and accurate nut throwing makes for lasting gameplay — what's a game without a challenge anyway?

Mr Nutz exudes quality and though it's — excuse this — a hard nut to crack, the presentation/cuteness combination preserves its sell-by date for a long time to come.

85%

NUTTY NASTIES

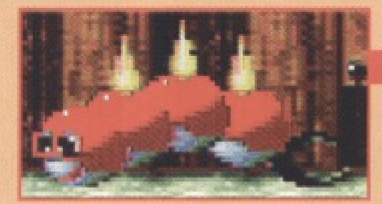
The Yeti has some pretty vicious minions. Here's a selection from the first couple of levels!


This evil little bug waits until you get close then lobs that big yellow ball too fast to avoid.


The treetops level has some fiendish foes and this bird follows you until you nut 'im!


These moles are tricky to hit as they're so small.


Butterflies hide out above branches.


The spiky caterpillar is a pain in the tail because he can't be jumped on.


Daddy mole's not too pleased with you for squishing his offspring.


Swish off the hedgehog's armour to reveal he still wears nappies! Aaaaaahhh!

These little fairies bob innocently around the woods at night.

'If I only had a brain' croons Mr Scarecrow as he throws his empty head around the screen.


The wasp hovers too high to hit then swiftly comes down for the kill.


The inhabitant of this tree doesn't appear to like squirrels.


The Ribenaberry bunch make a special guest appearance.

From here, Nutz finds himself in the big city for stage five — the Mean Streets. It's carnival time and the parade's in full swing with jugglers, sideshows, enormous birds, colossal bees and harlequins all hell-bent on making Mr Nutz a full-time party animal. He survives this sickening display of sinister fun and faces the might of the massive Clown.

The final stage — Ice Scream, where the dangers are literally chilling — isn't easy, but the reward is a shot at the large and hairy one himself, the Yeti.

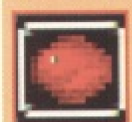
Points are awarded for killing the bad guys and picking up the many coins lying around every stage. And what do points make… energy! One energy point is granted per 500 points earned or 50 coins gathered, with extra lives for collecting every last coin on a level and at certain scores (3,000 then 10,000, 60,000 and 100,000).

The quest is long and arduous with many hazards and multiple sprites along the way — are you squirrel enough to try it?

P-NUT PICK-UPS

The main collectables are found behind trees, under rocks, and just lying around.


Coins: are worth points, with big lives and energy bonuses if you can get enough.


Nuts: Collect these to throw at enemies — it's always useful to have a few in stock.

Red nut: grants one energy point. Usually hidden, it's worth remembering where.


These grinders make a vertical row of moving platforms in the Fowl Kitchen.

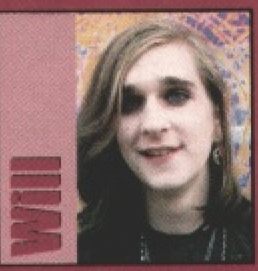

The trees are linked by a network of pulley systems, some having enemies along the way.




Above: Ropes are useful, but tricky to get the hang of as you have to grab the *very* end of them.

Left: Straining once again, this time with the excellent graphics detail of Witchy's chair.

'A challenge for rodents everywhere'



Well what can I say — *Mr Nutz* is just brilliant. A platformer with incredible graphics, an easily mastered control method, tonnes of levels, loads of detail and hundreds of extra touches. It could be said that *Nutz* is reminiscent of *Mickey's Magical Quest* crossed with *Pugsley's Scavenger Hunt* and perhaps a dash of *Mario*, but there are more than enough new twists to make this an excellent title in its own right.

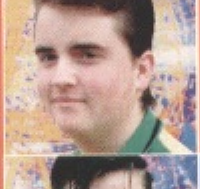
The backgrounds are breathtaking, especially on the early woodland levels — their superb trees and glittering spider's webs, could be illustrations from a particularly good childrens' book. The sprites aren't quite as spectacular, but they still impress with the programmers' great use of colour and the animation of each one being characteristic to how you'd *imagine* it to move. The fat giant berries plod along and the skinny little-girl fairies bob around on gossamer wings. Granted, the tunes grate after a while (the only really groovy one is the pleasant-but-spooky woodland night theme), but you don't generally notice them when you're playing.

The real attraction, however, is in the smooth gameplay and the amount of action there is. After playing through so many levels to get to the end you'll be exhausted and ready to tuck yourself up for the winter.

A huge game with wonderful graphics and varied baddies, imaginative guardians and bizarre themes, *Nutz* is an instant classic. If you're a fan of either platformers, squirrels or any superbly polished games then you'd be an utter peanut to miss out on *Mr Nutz*.

90%

Final analysis


"Woodland wonder. Mr. Nutz exudes quality — an instant classic. The best platformer I've played in ages."


"This could be one of the best platform games of the year. A very tough challenge and brilliant cosmetics."

"Excellent graphics, varied enemies, great playability and it's *huge*! I can think of nothing more I'd want."

Final day score

Will — Level 4



SUPER LEAGUE — PLATFORM

3. MICKEY'S MAGIC QUEST
4. Mr NUTZ
5. TINY TOONS ADV.

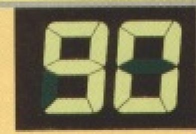
Not quite the cuteness of *MMQ* but certainly has the edge over *Tiny Toons* in the lastability department. A worthy position in a tough category.

Sound



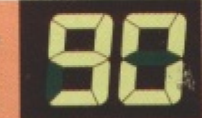
Haunting melodies and a moody, laid-back soundtrack make this both charming and invigorating.

Graphics



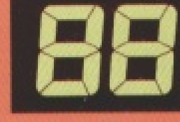
Cool character sprite and incredibly detailed and varied parallax backgrounds.

Playability



Pick up and play and within two swishes of a squirrel's tail you're addicted.

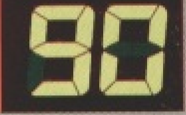
Lastability



Six huge levels and a variety of bonus rooms will keep you busy well into winter.

Force factor

Gorgeous graphics combined with a character with attitude add up to a classic Super Nintendo platformer.





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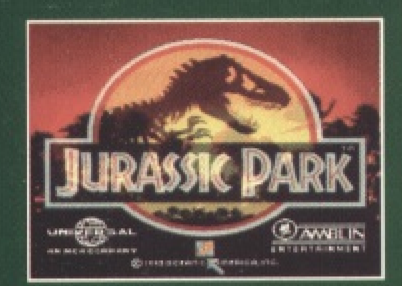
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Adventure

Producer .... Ocean
Supplier .... Ocean

Price £54.99
Status .... Official UK release

Players 1
Lives 3
Continues .... Infinite
Extras .... None

What the makers say...

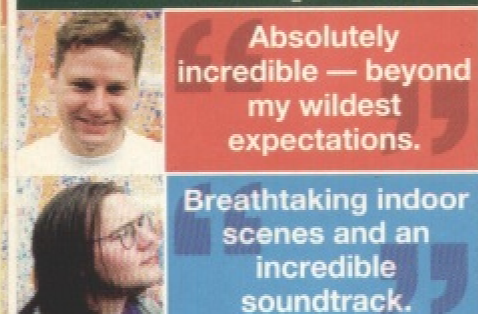
The gripping gameplay and spectacular graphics are complemented by a pulsating soundtrack keeping you on the edge of your seat. ■Ocean

Controls



Green button	Fire
Yellow button	Jump
Purple button	Pick up/read
Red button	Jump
L	Nothing
R	Nothing

First impression



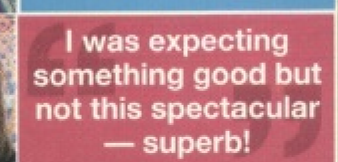
"Absolutely incredible — beyond my wildest expectations."

"Breathtaking indoor scenes and an incredible soundtrack."

"I was expecting something good but not this spectacular — superb!"

First day score

Chris Collected 10 eggs



Jurassi

A movie tie-in that really needs no introduction. Will the game of the biggest film ever be a patch on the movie?



For those of you who never leave your house and have no method of communication with the outside world, or just happened to miss the film, a brief explanation of the plot: John Hammond's dream creation Jurassic Park is in ruins, after the man who designed the computer control system stole a priceless DNA sample and tried to escape from the island, disabling the defence systems in his haste and then perishing at the claws of a Dilophosaur.

Now dinosaurs roam the park unchecked. A party of six people are trapped on the island, including palaeontologist Dr Alan Grant, his girlfriend, a mathematician obsessed with chaos theory and a few remaining staff. Naturally, it falls to them to save the park and potentially the world from this prehistoric horror and guide Hammond's grandchildren to safety.

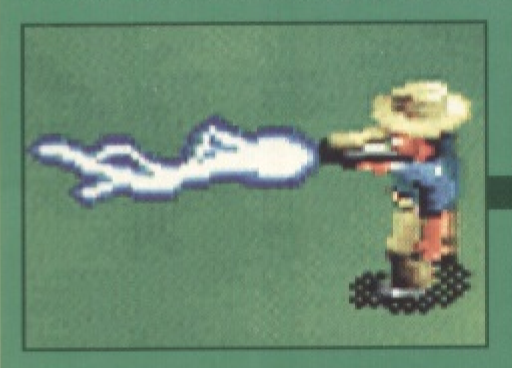
Hammond eggs

The game takes two forms: an outdoor exploratory game with isometric overhead view and an indoor section using 3D perspective. The overhead areas involve opening and closing the numerous gates to travel around the park, avoiding the herds of roaming Gallimimus and dispatching all other reptiles, negotiating the maze-like pathways through dense jungle and discovering the tiny passes and steps to different levels and plateaus. The indoor stages are more claustrophobic with dark, rusty corridors and slow music with unexpectedly loud spot FX. Here is where the dinosaurs being short-sighted really helps, as a roomful can be picked off through an open door. Energy is displayed as a red bar in both sections, and Grant is also equipped with a motion sensor (dino-radar), but this only becomes functional once the computer network has been reactivated. ▶

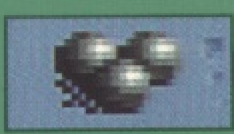
Hazards come in the shape of electric fences, deep rivers, cattle grids, spiny thorn bushes and a *lot* of dinosaurs.

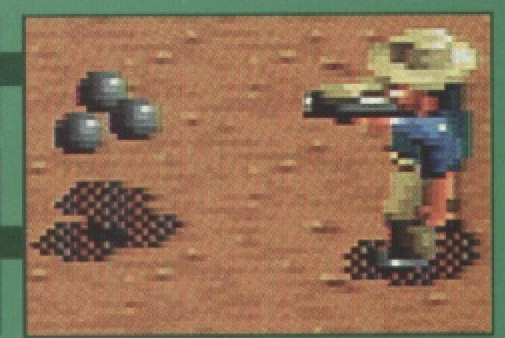
SIX WAYS TO KILL A DINOSAUR

There are six different weapons to choose from. Knowing which to use when, is essential to success.

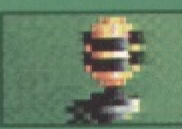


Cattle Prod: throws out a bolt of electricity which stuns then destroys a dinosaur. Recharges continuously.



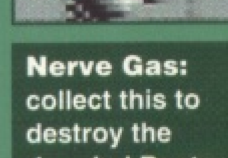


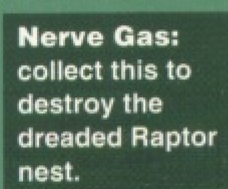
Bolas: explosive spheres spread destroying their target.





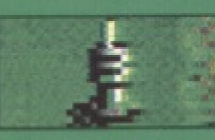
Missile Launcher: ideal for firing high-powered weapons.





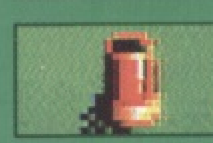


Nerve Gas: collect this to destroy the dreaded Raptor nest.





Tranquilliser Gun: darts can be collected and are useful for most dinos.

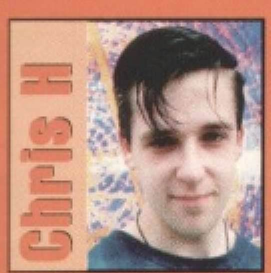




Shotgun: Fires three one- or two-hit rounds simultaneously.

c Park

'Sink your teeth in'



I didn't think any video game would be able to capture the excitement of the movie, but *Jurassic Park* is thrill-a-minute stuff. What first impressed me was the funky jungle-esque music: ripe snare drums mixed with rhythmic bongos and sudden orchestral chords to swing the mood. Once your ears are settled, in your eyes are transfixed by the luscious graphics. Jungle vegetation looks dense and realistic while the smooth scrolling during the 3D stages is astounding; using the night vision goggles in these buildings is particularly astonishing, the walls are illuminated with a glowing green fading in and out of sight as you walk around. Not forgetting the stars of the game — the menacing dinosaurs which hide around corners waiting to strike. The 'saurs behave realistically, with some only attacking if you start blazing off rounds of ammunition. Not only are the monsters of the film included, but there are other vicious beasts, though the merciless Velociraptors and T-Rex's are the ones to keep an eye out for. With so many tasks to complete there's no arguing that *Jurassic Park* has a lot going for it, the presentation is only the tip of the prehistoric island.

Devotees of the film rejoice: even if there was no dino-mania outburst of late, your experience as a gamesplayer would not be complete without sampling this. Get stuck in.

91%



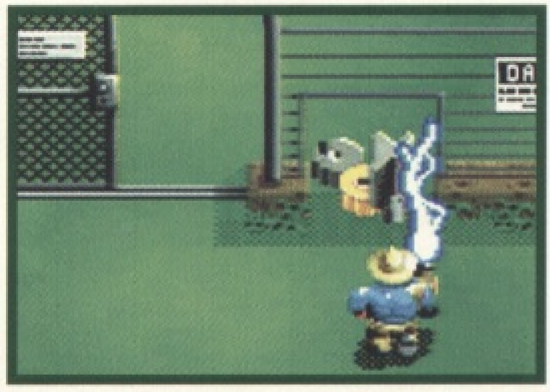
Grant uses the walkway overlooking the Raptor pen. A burst from the cattle prod sees off the small dinosaur.



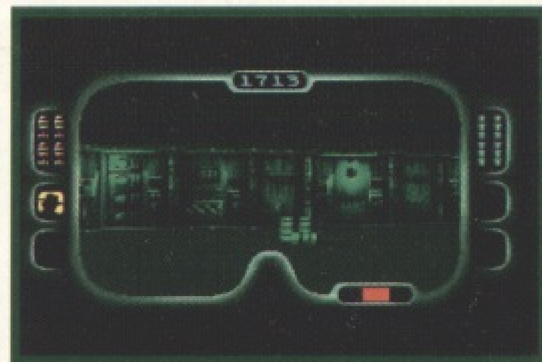
Get too close to the electrical perimeter fence and you get frazzled. Luckily, you're only stunned.



The first task is to turn on the reserve generator and re-boot the computer.



Grant can use his cattle prod to open the electrical fences.



Night vision goggles are needed to see in some of the pitch dark rooms.

DINO-FACTS

The park is filled with a variety of species of dinosaur. Do you know which is which...?



Gallimimus: these mild herbivores don't attack but are easily disturbed. They charge with great speed and run into you, sapping energy.



Compsognathus: only attack in packs, weighing you down by their sheer numbers. They also bite, their venom weakening and eventually paralysing.



Pachycephalosaurus: charge very quickly if disturbed. They inflict damage with their bony heads until you leave — or die!



Dilophosaur: seem playful and friendly, but when your guard is down a brilliant crest fans out over its head and they spit their venomous spray.



Dino-dragonfly: found in overgrown areas and attack on sight. They fly straight at you causing damage every time they hit.



Triceratops: nearly the size of an elephant, has huge stumpy legs and a massive head with three horns. They charge when startled.



Tyrannosaurus Rex: always be on the look out for these vicious predators or you'll be dino-fodder before you know it.

Everything must be completed in order, as to get to the vital rooms in each building you need various ID cards, and to collect these you have to travel from one end of the park to the other time after time. Another essential pick-up is the night vision goggles, without which you're Velociraptor meat in blacked-out rooms.

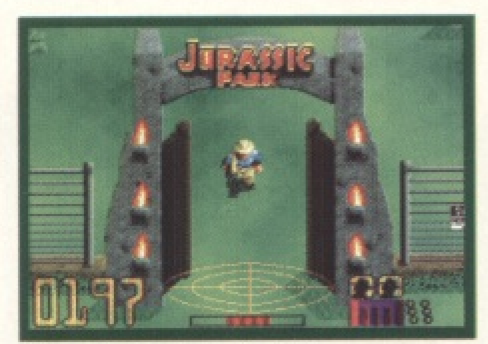
Raptorous applause

Hazards come in the shape of electric fences, deep rivers, cattle grids, spiny thorn bushes and a *lot* of dinosaurs.

Rescuing the park is done by Grant completing a succession of tasks set by the island's other prisoners. Communication with the others is done via the intercom posts (casually resembling lampposts) dotted around, which display messages on-screen when approached. These may be hints, clues to your next mission or warnings about the particular lizards in the vicinity.

Most of the park's scaly inhabitants can be blown away with the various weapons, ammo cartridges and upgrades lying about on the floor at strategic points, but beware the larger creatures such as Triceratops who are unscathed by snare rifles or gas grenades. The actual park layout has been recreated as faithfully to the film as possible, with all the buildings included plus various additions such as the bridges which need a few volts through the control ratchet with your electric prod before they sliding into position.

You now have your facts straight, and enough knowledge to qualify for junior-assistant-palaeontologists' mate, so proceed to the rest of the review to complete your training. This could stand you in good stead for the future — stranger things have happened!



The gates to Jurassic Park are open. This is where the adventure begins, so don't hang around.



The lift, accompanied by some suitably tacky music, is the only way of getting from floor to floor.



If you stand around for too long or pause the game, Mr DNA pops up with one of his dino-related facts.

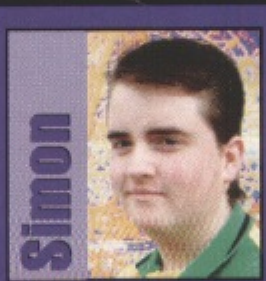


The Spitter prepares to shoot its deadly phlegm at the unsuspecting Dr. Grant. Time for a hasty retreat!



The continue screen features this digitised dinosaur from the movie. Thankfully, continues are unlimited.

'Worthy of the film's reputation'



It's fair to say that when I heard about the Ocean conversion of *Jurassic Park*, I was expecting a basic platformer with little or no quality gameplay. Surely this couldn't happen to the most eagerly awaited film tie-in of the year? Well, I'm pleased to say it hasn't, and Ocean have done an amazing job.

The graphics are of the highest quality and all look quite incredible. The animation on the main sprite is very good, as he moves around the landscape very smoothly. Loads of detail has gone into making the vegetation and buildings look as good as possible, and it shows! When you enter a building, the view changes to a first person 3-D perspective. These sections help to break up the action as you progress. The atmosphere crackles with tension as you creep around the next corner wondering whether a Velociraptor is waiting to attack. The sound is fittingly suspenseful, and you really feel there is danger at every turn. The music changes depending on what section of the park you are in, and there are very good spot FX — the T-Rex's roar is particularly good.

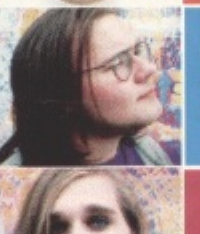
The only minor fault that I can find is that the 3-D sections are a little jerky and this can be frustrating in the heat of the action. Still, *Jurassic Park* is a very rare thing — a film tie-in which actually makes full use of the license. I would recommend *Jurassic Park* to anyone, even people who didn't like the film. It's an excellent game and great fun to play!

94%

Final analysis



"The more I play it the deeper I'm drawn into the Jurassic world. An incredible gaming experience."

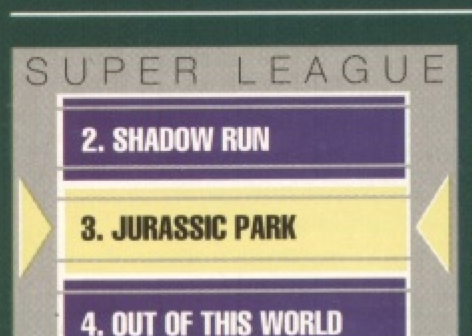


"Totally awesome! Animation is excellent and the sound effects are superb — you can almost smell the Raptors."

"Although it's very difficult it's impossible to resist coming back for 'one more go.'"

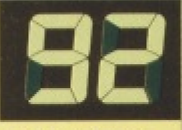
Final day score

Chris — Found Malcom's ID card



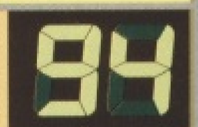
The team was split 50/50 on this one. Definitely, a top three game but Evans' Shadow men just managed to hold off Rice's Jurassic attack.

Sound



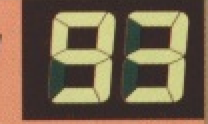
Very colourful, makes full use of the SNES's capabilities, though the indoor sections are slightly jerky.

Graphics



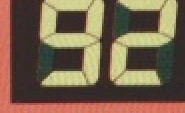
Superbly atmospheric and really brings the game to life. Turn the surround sound on and it's amazing.

Playability



Very easy to play, but it's so addictive it's impossible to put down. Great fun from beginning to end.

Lastability

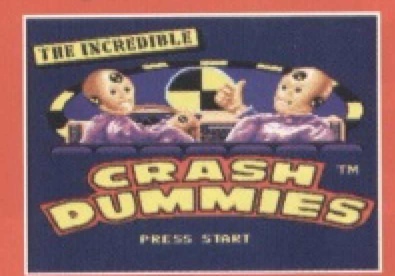


Huge playing area. Loads of missions and each has other sub-tasks which need to be completed.

Force factor

Superb graphics and sound, easy to play, difficult to finish. The challenge keeps you coming back for more.





Platform

Producer...Acclaim
Supplier...Acclaim

Price...£49.99
Status...Official UK release

Players...1
Lives...3
Continues...None
Extras...None

What the makers say...

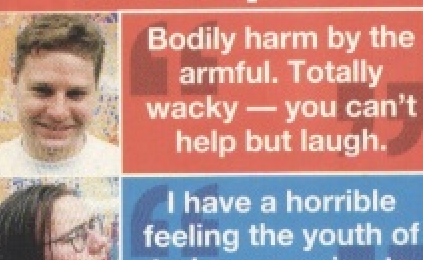
Warped and wacky with a sense of humour that will ensure you die with a smile on your face. The most fun you'll ever have losing a limb!
■ Acclaim

Controls



Green button	Fire
Yellow button	Jump
Blue button	Nothing
Red button	Nothing
L	Nothing
R	Nothing

First impression



"Bodily harm by the armful. Totally wacky — you can't help but laugh."

"I have a horrible feeling the youth of today are going to love this."

"An average looking game with nothing to make it stand out."

First day score

Chris H — Level 3

The Incredible Crash D

The Incredible Crash Dummies are back and smashing through the 16-bit barrier. The pace is fast and the humour's black so pull yourself together, there's an accident waiting to happen...

Life's one big blast for car safety testers Spin and Slick — better known as The Incredible Crash Dummies. First, their car blasts into a steel barrier, then they hurtle through the windscreen and finally their heads bounce off their shoulders only to be greeted by the familiar cry 'eight ball corner pocket!'

As two of the toughest stuntmen in the business, danger and destruction are all in a day's work but not even their tumultuous lifestyle could prepare them for the challenge ahead.

Losing his arms prevents Slick from throwing, while losing his legs forces him to scuttle on his knuckles.

The dummies' mentor Dr Zub, the brains behind the superhuman T9000 Crash Dummy torso, has been kidnapped by the devious Junkman who's torturing him until he reveals the power of the T9000. While Spin stays behind to safeguard the lab, Slick sets off to rescue the doctor before Junkman can use the information to create his own indestructible army.

The Spin Doctors

Crash Dummies takes the familiar form of a skewed side-view platform/shoot-'em-up, with multi-directional scrolling and detailed parallax backgrounds. However, the action as Slick searches for Dr Zub through the test centre is more a comedy of errors than a traditional hero-villain confrontation.

Each level corresponds to different themed areas of the test centre, with hazards appropriate to the section. For example, at the sports areas, Slick has to avoid bungee-testing dummies as they fall from the sky, smash their heads and are catapulted upward. Other enemies to overcome include mechanical cars, bomb-dropping toy planes, and Junkman-controlled Crash Dummies.

Slick's main weapon is his ability to cannonball opponents from above. Spanners can also be collected and hurled at enemies and there's even the chance to get behind the wheel and drive one of the test vehicles.

A farewell to arms

Instead of suffering a one-hit death or wearing down a health meter, if Slick collides with a hazard a limb flies off. Too many collisions and Slick goes to pieces — literally!

BITS AND PIECES

These are some of the things that you will encounter on your maim-filled mission.



Extra Life: Collect this for... an extra life of course.

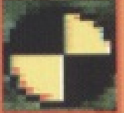


Balloon: inflates Slick, so he can float anywhere.

Spanner: collect these to throw at the baddies.



Screwdriver: replaces one of the limbs that you've lost.



Flash: speeds any dummy up to mach 1 for max damage.

Dummy symbol: gives points when collected.



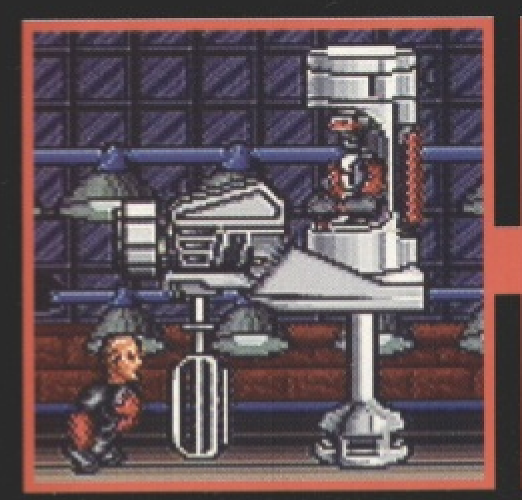
Slick demonstrates the Crash Dummy crash course in flying, not including crash helmet but with free crash landing.



The giant spring at the end of each level shoots Slick on to the next stage, tripping the spinning sign as he goes.

ummies

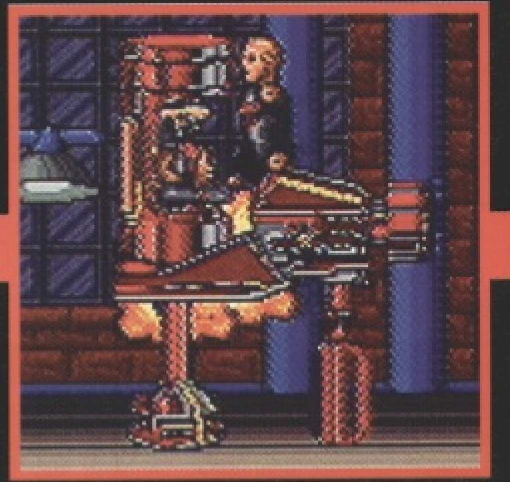




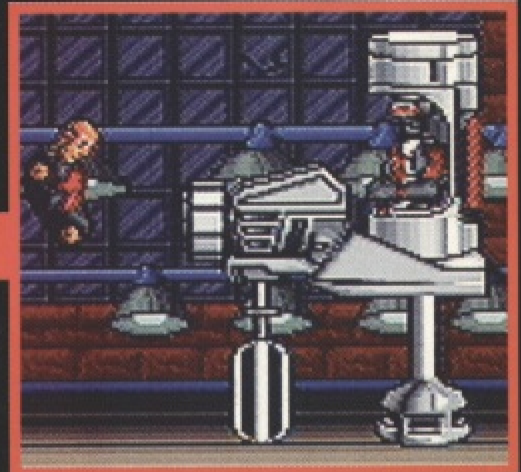
Level two's boss, against which you have fifteen spanners, so it's a case of...



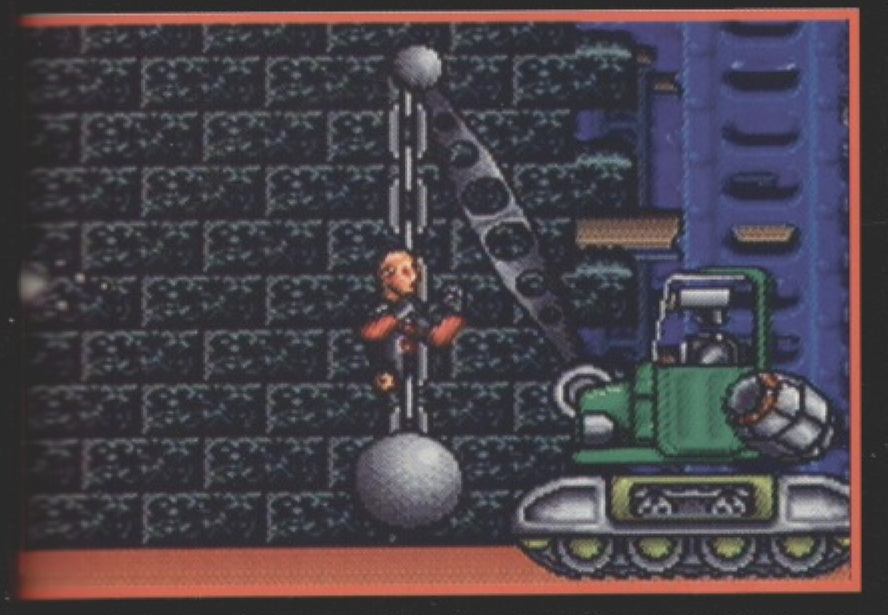
...lobbing these at it quick, then waiting for it to jump forward and...



...jump on the beggar's back! Repeat this a few times for victory.

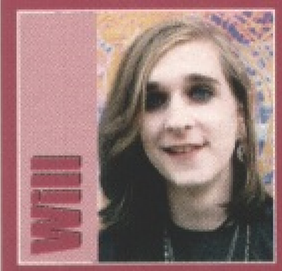


Oh, and watch out for when it sends giant whisks scooting across the floor at you.



The ball and chain wrecking machine is not pleasant, it requires precise leaping and costs an arm and a leg (groan!).

'Whoa, I'm legless!'



Anarchy is a groovy thing, it makes a great concept to argue about in pubs and it spawned a classic punk anthem, but it just doesn't work in practice as *Crash Dummies* is solid proof of. A few moments into the second level it becomes painfully apparent that games need some structure to be fun, and have rules to bend to your advantage.

The hazards come thick and fast with several at any one time, making each zone a horribly long torture chamber where you've gotta memorise the dangers and react before they appear on screen.

The visuals may look too chunky and odd at times, but they animate smoothly on the whole. The main sprite is a little too big, making it way difficult to avoid the multiple debris crashing off most everything you kill and begging the question 'why bother killing things at all when you still get hit?' Valid social comment this may be, but in my experience that doesn't mix too well with SNES carts.

Infuriating in places, *Crash Dummies* isn't the game of the year, but there's never a shortage of people who want complicated, fast games which take practice to get through. In my opinion, the Dummies' game relies too heavily on this after the initial mutilation and amputation appeal has worn off.

73%



Above: these burn around the place at just above spanner level.



Right: the bloated Slick quietly floats up behind this robotic nasty.



The lamp posts on level one can be reached with a high jump.



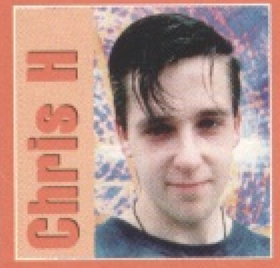
Slide on the soap suds under low gaps to find shortcuts.



Surprise! This prankster robot leaps out of the scrap when you get too close and bops you with his novelty junk gun.

'Same old thing'

Chris H



That's what I like to see; a game to cause a bit of controversy. Never mind the rules of morality, get some limbs flying and disembodied torsos jumping about and a game becomes the centre of attention. *Crash Dummies* isn't gory — there's not an ounce of blood — but no doubt it'll rile a few earnest Mary Whitehouse followers. But sick? Not at all.

Much to my disappointment, the Dummies have been placed in a platformer and even watching their limbs fly off doesn't hide the fact that this is devoid of originality.

Spank and Spam (or whatever their names are) are perfect characters for a SNES cart, so it's a shame to see them wasted. I thought the whole point of the Dummies was crashing cars, but this is only covered in a lame bonus round and as far as the platform levels are concerned they're all small and too similar. The main sprite is cumbersome and prone to colliding with hazards because of its bulk, which puts a downer on gameplay. In favour are the big bosses at the end of certain levels; the outrageous food mixer being the best minion I've seen for a while.

Platform fans will reap an ample amount of pleasure but considering the possibilities of such a unique license, is this really home for two mannequins with a deathwish? I think not.

76%

Such injuries affect his ability to act. Losing his arms prevents him throwing spanners, while losing his legs forces him to scuttle along on his knuckles like a chimp. Fortunately, missing body parts can be regained by collecting screwdrivers scattered around the centre.

The levels are designed to reflect the Dummies' bizarre humour and incorporate a variety of traditional platform elements. Collecting Dummy stickers (a bit like nuclear warning signs) increases the score, while lightning icons send Slick careering round the screen at a rapid rate of knots. Air bags temporarily inflate the slap-headed stuntman, allowing him to float through sections of the centre and *Sonic*-style springs propel him to seemingly out of reach ledges.

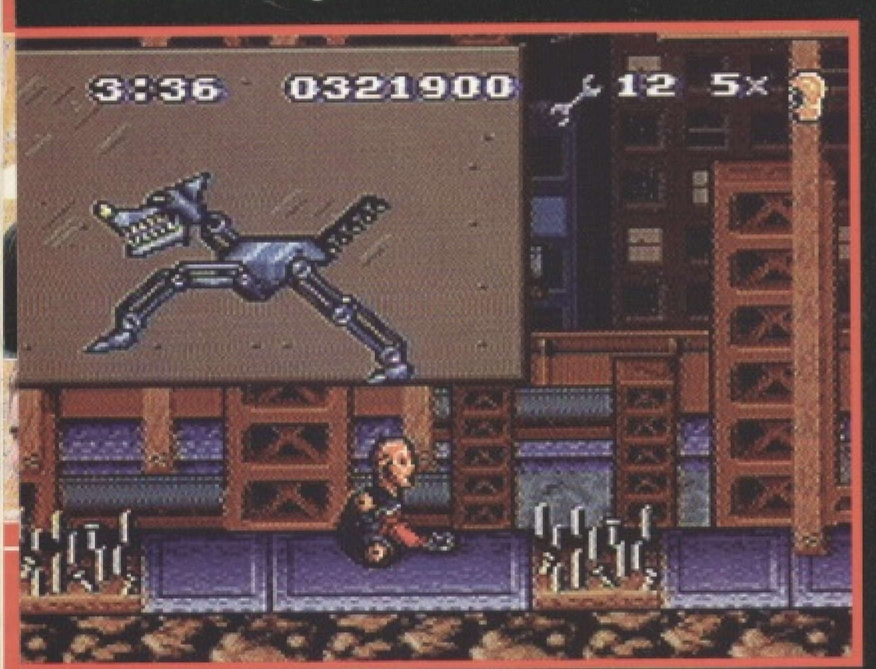
So the scene is set and time is running out. Most games players would give their right arm for an enthralling platform adventure, now they can!



Slick ponders how long he can run away from a car without his legs.



Mr [illegible] Pincer Robot's got his back turned and there's some ammo on the floor. Ha! Ha! Ha!



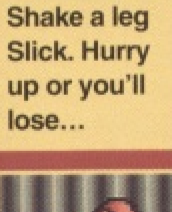
This big metal rottweiler is extremely fast, so slide underneath him then spanner him from behind.

DON'T LOSE YOUR HEAD!

Here's a limb-by-limb account of the life and death of a Crash Dummy.



Here you see our hero Slick fully armed and dangerous.



Shake a leg Slick. Hurry up or you'll lose...



...too late, He's now completely legless.



Oh no! Eets de bald one armed bandito from hell!



Don't worry guys, this dummie's armless.



It's back to the start for Slick. Shame he worked his butt off.

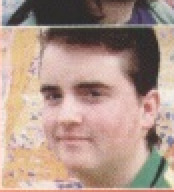
Final analysis



"After the humour has died, there's little left to spark any enthusiasm."



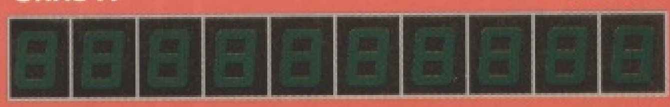
"Graphically, not that bad. The boring gameplay level means you won't be looking at them for long!"

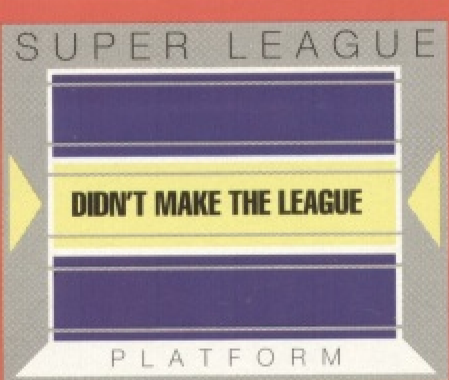


"Very difficult, pulling the limbs off *spiders* is a lot easier and a load cheaper. A tolerable cart."

Final day score

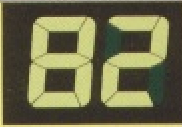
Chris H — Level 5





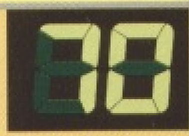
After the inital impact of the black humour wears off, there's little to raise *Crash Dummies* above the plethora of just above average platformers.

Sound



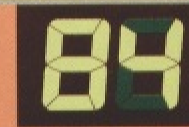
Jolly but lame tunes, and some predictably loud crash and burn spot FX.

Graphics



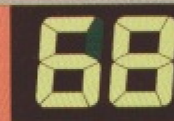
Big and bawdy with nice animation — check out the way you fall to pieces with [DOWN] on the joypad.

Playability



Fast-paced beyond belief, infuriatingly unpredictable, though the laughs don't last.

Lastability



You'll either play it solidly until you've completed it or get annoyed and trash the cart.

Force factor

A competent though sometimes clumsy platformer. Fun for a while, the humour element fades quickly.



THE ULTIMATE PARTY ANIMAL IS HERE!

TAZ-MANIA™

BOTTOMLESS PIT AHEAD

Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

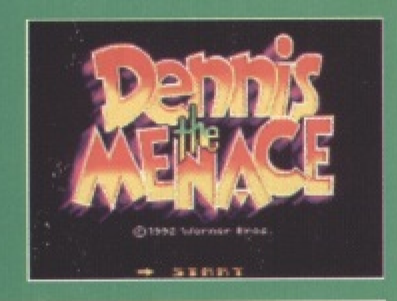
"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International



SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for GAME BOY™



Platform

Producer .... Ocean
Supplier .... Ocean

Price £49.99
Status .... Official UK release

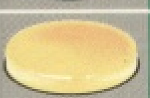
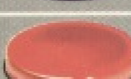
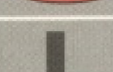
Players 1
Lives 1-9
Continues 3
Extras .... Nothing

What the makers say...

It's thrill-a-second, action packed fun all the way as Dennis outwits grown ups and saves his friends and restores his (good!) name.

■ Ocean

Controls

	Run
	Jump
	Change weapon
	Use weapon
	Scroll screen
	Scroll screen

First impression



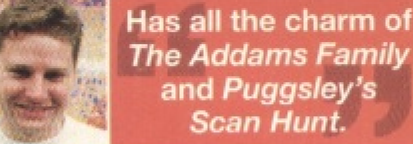
"I can't say the graphics are special but it's initially addictive."

Has all the charm of *The Addams Family* and *Puggsley's Scan Hunt.*

Looks a bit like the usual film license platformer. Come on guys.

First day score

Simon — Level Two



Dennis

If you give a child a toy they're happy, but hand them a catapult and expect nothing but trouble — and lots of it!

Mr Wilson is a humble man. Along with Mrs. Wilson, he hopes his years as a pensioner will be calm and memorable: going to bingo, pottering in the garden, walking the dog.

But as Wilson thinks dreamily about his future, the air is suddenly shattered. 'Hey Mr. Wilson!' hollers Dennis, small boy, neighbour and and general menace. Within the few seconds that follow, Mr. Wilson's greenhouse is broken, his flowers trampled and his head burnt thanks to a flaming kebab stick.

As steam blew out from his ears, Mr. Wilson somehow managed to lose his entire collection of precious coins. To get back in Mr. Wilson's good books, Dennis decides to take it upon himself to recover all the coins no matter where they may be.

Along with his trusty menace weaponry — a catapult and water pistol — the troublesome child storms off to look for the pennies. Starting in Wilson's house, Dennis jumps, shoots and searches through the platform playing area, taking care not to collide with the cats, rodents and bats that freely roam in the rooms. These can be destroyed by a handful of catapult shots or dealt a swift blow by the pea shooter which can be collected from Wilson's cellar.

Treasure hunt

There are two types of coin to be found: normal style coins and the larger, all-important pennies, without which the levels can't be finished. Hidden in the most devious of places, there are a set amount of large coins per level, fail to get them all

The second boss Dennis finds is an immense coach who likes nothing better than dishing out pain.

and exit before the time limit expires and that's one of Dennis' lives lost. Because he's only young, the menace gets scared and too many shocks will frighten him off altogether. His courage meter is made up of seven hearts with one lost for every enemy he runs into. ▶



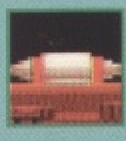
Dennis's faithful mutt Ruff pulls along a cart and it's up to Dennis to keep up, killing all the baddies on the way.



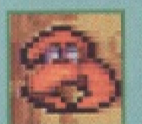
Dennis uses his pea shooter to attack the fast moving rabbit on the park level.

MENACES TO SOCIETY

These are some of the menaces that Dennis encounters in and around Mr Wilson's house.


American footballs: fly about flattening Dennis.


Bats: are found in the attic and basement.


Birds: are found in the park. They fly in a set pattern.


Bowling balls: roll all over Mr Wilson's house.

Gloves: only take one hit to kill but are far easier to avoid!


Cats: take a few hits to kill so use the catapult.

Toy plane: drops bombs. You can't kill it, so avoid it.

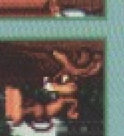

Cups: you can't kill them so take care dodging them.

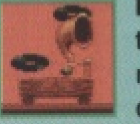
Frogs: jump towards Dennis robbing him of courage.


Jack-in-the-boxes: stand on them as they spring out.

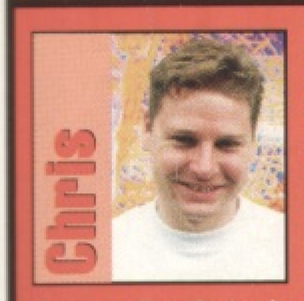

Mice: their speed makes them very tricky to hit.

Mr Wilson: tangle with him and you lose a life.


Rabbits: are quick and attack at every opportunity.


Record player: throws out records in all directions.

'Pugsley with attitude'



Anybody who's seen *Dennis* the movie knows that despite all the stigma attached to films about cute all-American boys — i.e. they make the majority of British viewers want to hurl — it's actually a pretty good laugh. The game is similarly pleasantly surprising.

It would be easy to jump to conclusions and draw comparisons with the dreadful *Home Alone* conversion, however, get past the early screens and it becomes obvious *Dennis* is in a completely different class. The graphics are rich, detailed and awash with colour, while the parallax that adorns the variety of backgrounds adds depth and atmosphere.

Dennis swaggers nonchalantly around each of the stages in true Pugsley fashion and there's more than a touch of *The Addams Family* in the array of deadly hazards hidden around Wilson's house. The plot follows the film closely and is equally full of laughs. There are a few small playability problems. Selecting the necessary weapon for the right situation is based largely on trial and error and often toggling from one to the other a little tricky. There are also a few controls problems which makes leaping between platforms often frustrating. However, Ocean's reputation for producing quality platformers is second to none, so rest assured there's plenty to make up for these minor flaws. So with such a great pedigree and a great licence to back it up I'm sure Dennis will be high on the Christmas list for many a young menace.

79%



Bowling balls are found all over Mr Wilson's house, and three of them are heading right for Dennis.



This switch activates something useful and lets Dennis proceed.



This particular switch has activated a near bye water sprinkler, it will only stay on for a short time so don't waste time.



Now jump on the water and you will be catapulted up to a higher level, much like the jack-in-the-box on level one.





Dennis lets rip with his trusty catapult. It's a fast firing, useful weapon to have around.

Above: the jack-in-the-boxes act as springs, allowing Dennis to reach the higher levels.

Right: extra lives are dotted all over the house, but they're always in the most awkward places!

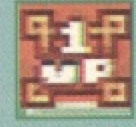




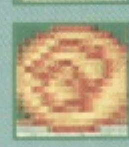
One of many cartoon cats that inhabit Mr Wilson's house.

HANDY HELPERS

Here is a selection of the items that help Dennis on his danger-filled adventure.



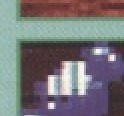
Extra Lives: tough to find and tougher to collect!

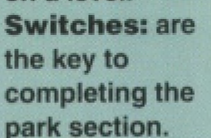


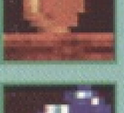
Large coins: a set amount moves Dennis on a level.



Switches: are the key to completing the park section.



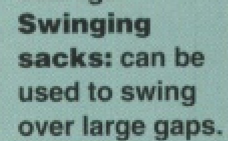




Smaller coins: earn extra lifes and points for each one found.



Blue sweets: completely restore Dennis's courage.



Swinging sacks: can be used to swing over large gaps.



There are bottomless pits in the park, so steer clear or you'll lose a precious life.

As in every platform game there's a deluge of pick-ups and power-ups ranging from sweets which replenish energy to clocks which add extra time.

One menace and his dog

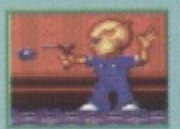
Out of all the levels, one that's particulary interesting is the scrolling screen section which positions Dennis on a cart being pulled by his faithful mutt, Ruff. Dennis has to dispatch dangerous creatures and make sure Ruff doesn't disappear from sight.

Later levels include a sewer system (watch for the slime drips and deep chasms), a boiler house (where mutant boilers can be used as lifts) and a park (complete with rampaging squirrels and ravenous dogs), with a formidable guardian at the end of each all of which involve Mode 7 scaling and rotating. The second boss Dennis finds is an immense coach who likes nothing better than dishing out pain by hurling basketballs and jumping around on gymnasium equipment. He's one bad dude and won't accept any notes excusing Dennis from PE.

With over twenty levels to explore and complete, life as a menace isn't easy. But when the going gets tough, the tough get out their catapults…

WICKED WEAPONS

No menace is complete without his arsenal of deadly firearms...



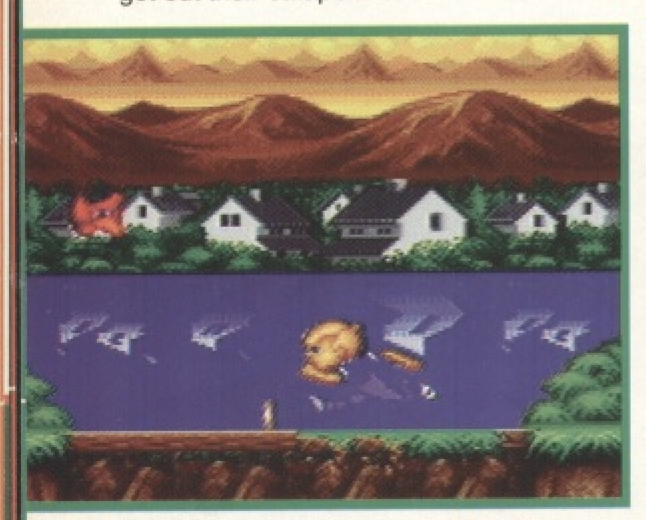
Catapult: short range but faster than the pea shooter.



Pea shooter: fast firing and has the longest range. It's in the basement.



Water pistol: cannot kill enemies, just stun them.



This pit has a bridge, but as soon as you step on it the wood disintegrates.



Oh no — another one of those rabbits! Blast him with your pea shooter to stop him in his tracks.



The only route into the attic. But the ladder is up!

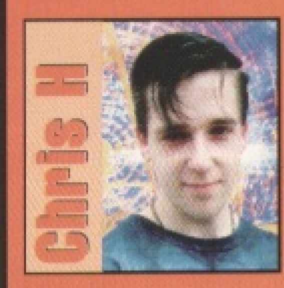


If you shoot this switch to the right of the ladder - it drops…



…allowing Dennis access to the attic and all its treasures!

'Repetitive gameplay'



My first reaction when I started to play *Dennis* was 'oh no — another *Home Alone*!'. Remembering just how bad that was, I could hardly bring myself to play it. However, when I did I found it was not as bad as I expected.

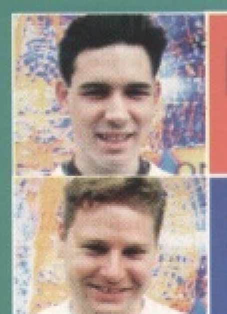
The first level is the worst and could put you off for good — it nearly did with me — but the further you go, the better it gets. The scenes change the further you go and gameplay also improves. There are some very good later levels; the tree tops and sewers help to bring the game around to respectability. The coal factory level is my particular favourite, with some excellent graphics. Sound and spot effects also improve but are weak throughout.

Despite the improvements after the dire first level, *Dennis* still has some major problems. The main one is with the object of each level — it never changes — you always have to collect a set amount of coins and then defeat a large baddie. Even with the changing scenery and improved graphical quality, it all gets boring very quickly. Because the game is basically a bog standard platformer you won't be rushing back to play it again.

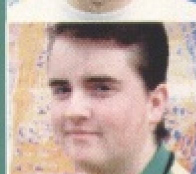
All in all, *Dennis* is a very average game and I can only recommended it to die hard platform fans with more money than sense. Go and see film instead — you'll probably spend more time watching it than you would playing this!

69%

Final analysis



"Seems a bit to difficult to begin with which might put some people off. Like it did me."

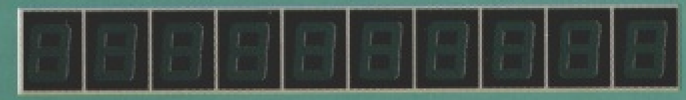


"Not a bad license but lacks that extra edge. The difficulty level may prove a bit much for the inexperienced."

"Dennis needs so much more to be in competition with anything of a platform nature."

Final day score

Chris H — Level 3





A fun platformer in the traditional Ocean mould. Cool graphics and detailed backgrounds although there are a couple of flaws in playability.

Sound



73

Superb 'Hey Mr Wilson!' sample and although the rest of the soundtrack and effects is nothing special.

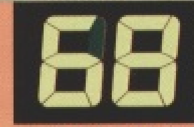
Graphics



82

Cute and colourful with an array of great backgrounds. The further you go the better they get.

Playability



68

Easy to pick up and play though there are occasional control problems.

Lastability

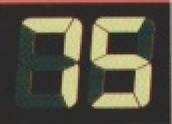


71

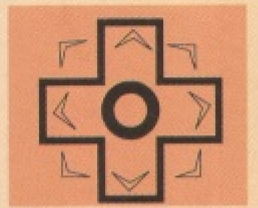
Good variety of levels which follow the film's plot closely. Don't expect to finish it quickly.

Force factor

A cute and colourful platformer high on great graphics but a little limited — well worth a look though.



75



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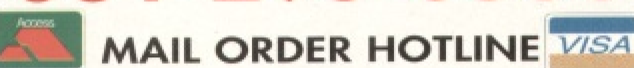
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Shoot-'em-up

Producer........Sunsoft
Supplier........Marubeni

Price........£49.99
Status......Official UK release

Players........1
Lives........3
Continues........5
Extras........None

What the makers say...

Pulse-pounding 3D dogfights driven by the high speed DSP chip bring you the fastest aerial combat availanle for the SNES.

■Sunsoft

Controls



	Vulcan Cannon
	Fires B missile
	Flares
	Fires A missile
L	Decelerate
R	Accelerate

First impression



"The sound effects and mission variation are excellent.."

"This is completely outrageous! Fast, furious, fighting fun!"

"Not another flight sim! Sorry folks, but I just can't see the appeal here."

First day score

Chris R — Mission 3

Super Air



As the world wavers on the brink of World War III, unidentified aircraft invade neutral territory. Armageddon looms and only one man can save the day...

In the late 1990s the world economy plummets, forcing powerful industrial nations to conserve money by drastically cutting their military budgets. Over a decade later, despite the disintegration of the old Soviet Union, war still rages between its former member states. All does not bode well for world peace.

Then, without warning, radar shows an undetermined number of enemy aircraft. There is no time for hesitation. Super Air Diver is called into action.

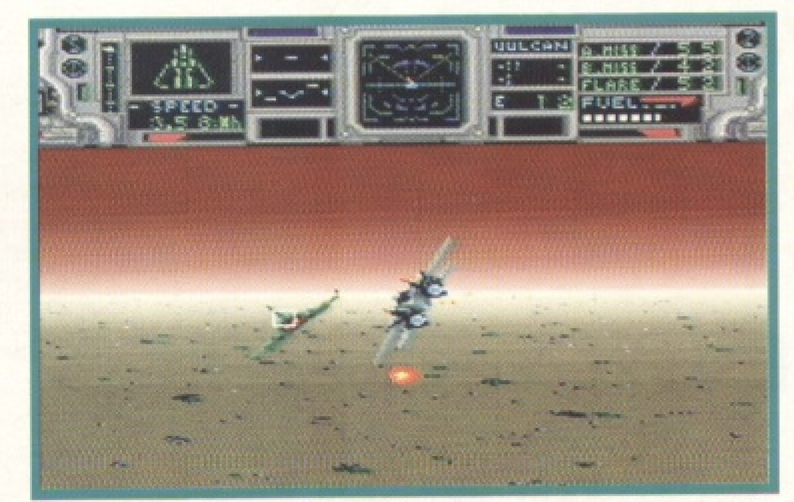
Pull high-G loops and gut-wrenching spirals to shake off any bogies that are on your tail.

Your duty is to engage the aggressors and avert the impending carnage. First choose your hi-tech warbird from the selection of combat aircraft at your disposal. The American F14-D is fast and has excellent range, while the Japanese FS-X is famous for its manoeuvrability and awesome combat performance. For ground attack raids the A-10A and NATO's Tornado IDS are unbeatable.

You need to be ready, willing and able to take on the most diverse of challenges — failure means the loss of thousands of innocent lives.

Death from above

Each plane is fitted with a variety of armaments. The M61 Vulcan cannon is a 20mm weapon for short range air combat and is ideal when you're behind an enemy. Heat-seeking AIM-9 Sidewinders are air-to-air missiles which seek infrared emitted from jet engine exhausts. At intermediate range the



The enemy are fast and very skilled but once you've tracked one down you can lock on and blow 'em clean out of the sky.



Mission two's bombing run requires precision timing. If your altitude dips too low you'll go into a straight dive.

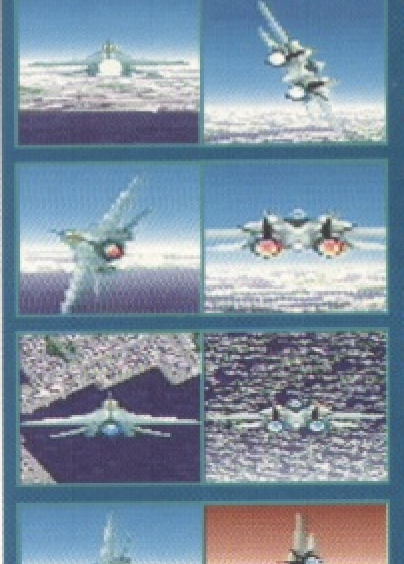
AIM-7 Sparrow semi-active radar homing missiles are king. Once locked onto an enemy's radar frequency, they relentlessly pursue their target. Should you find yourself the subject of guided missile attacks, a well-timed flare harmlessly distracts their missiles. For ground attacks, Napalm and Maverick air-to-ground missiles reign supreme.

The sky's the limit

Once inside your warbird take to the skies and prepare for battle. Combat in this radical 3D dogfight simulator is viewed from behind. The ground below scrolls at an amazingly fast pace in spectacular Mode 7 style made possible by the DSP chip as used in *Pilotwings*. A swift glance at the high-tech instruments panel gives an instant display of vital information. As soon as your targets ▶

MAD MANOEUVRES

The shots below show the art of dog fighting. (FSX shots are on the left and Tomcat on the right.) Pay attention — they could save your life.



Afterburners: during dogfight, press [R] lightly and release immediately to kick in afterburners for sudden acceleration.
Air brake: press [L] lightly and release immediately to suddenly decrease speed making a tailing enemy pass you.
Loop: climbs sharply and flips over to come in behind enemy plane. Fire afterburners while pressing [DOWN].
Roll: turn suddenly from an enemy plane on flank to attack. Fire after-burners while pressing [LEFT] or [RIGHT].

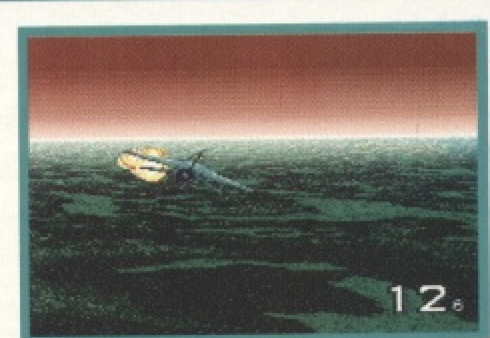
Diver



Left: landscapes shift at an incredible pace. Screaming over this city will churn your stomach.



Left: before each mission the team leader steps up for a pep talk and details of what to expect once airbourne.



There are a set amount of enemy craft to waste per level with one seriously tough final plane at the end of each. Trigger fingers at the ready...

WELCOME TO THE FLIGHT DECK OF THE WORLD'S ULTIMATE WARBIRD

Altimeter: indicates your current altitude.

Status gauge: displays hits taken. Damaged areas flash red. After four hits your plane explodes.

BB: shows plane's angle of inclination.

Radar: indicates position of enemy planes and missiles. Your position is the white triangle in the middle.

Vulcan cannon gauge: shows number of remaining rounds.

A missile gauge: number of remaining A missiles. B missile gauge: number of remaining B missiles. Flare gauge: shows remaining flares.



Air speed gauge: engine's output status.

Lock-on alarm: flashes and sounds indicating enemy missile is locked onto your plane.

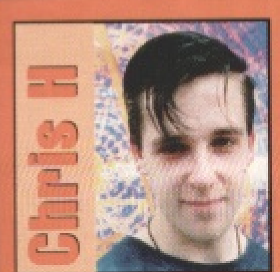
Ground radar: radar for ground attack. Targets are in red and planes in white.

Enemy hits: number of planes shot down.

BB: engine's output status.

Fuel gauge: shows how much fuel is left on board. The plane won't get far if this is empty.

'Over the top (gun)'



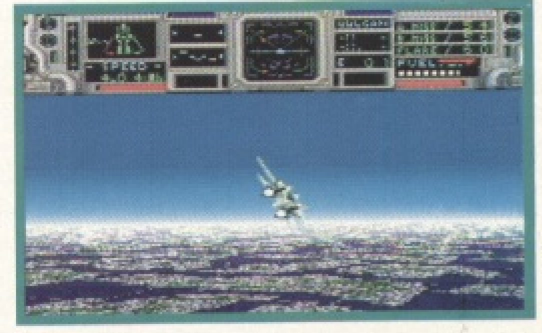
Fast and furious, *S.A.D* (an unfortunate abbreviation) has to be seen to be believed. Pulling a loop the loop is sensational, as the ground disappears then rears back into view at a stomach-churning angle. This dazzling effect looks even better if missiles are zinging through the air and cannons are rattling off rounds of hot lead. From the very start you're up against squadrons of aircraft and this sudden plunge into the frantic action makes you want to see what else it has to offer.

Dogfighting is great fun: shaking off an enemy by pulling a 360° and then plastering it with bullets is tremendously satisfying. Using the radar is essential and the gauge is easy to understand, making dodging missiles that little bit easier. Realism (though not much of it) is provided by a fuel meter — the stuff ain't infinite, so constantly afterburning is inadvisable.

The bombing missions and bonus levels add more depth, but a few extras wouldn't have gone amiss. When you crash, your plane just falls out of view — a huge explosion would have been better. You can't help feeling that a definite 'something' is missing, probably lastability — it soon gets repetitive. All in all, this is a sturdy shoot-'em-up, great to look at and worth a blast purely for the hell of it. If you liked the arcade *Afterburner*, you'll love this.

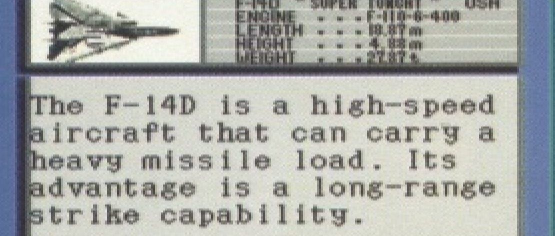
83%



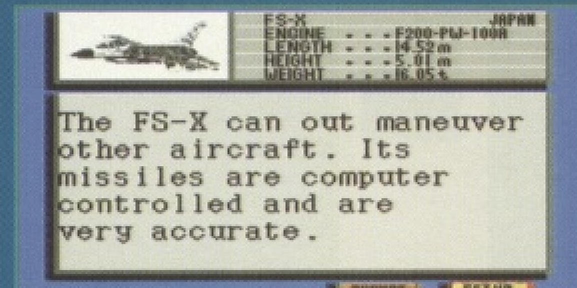


Above: a glance at the radar will show whether you're in trouble or not.
Left: shake off pursuers with the afterburners or slam on the brakes.

AIR-TO-AIR COMBAT PLANES

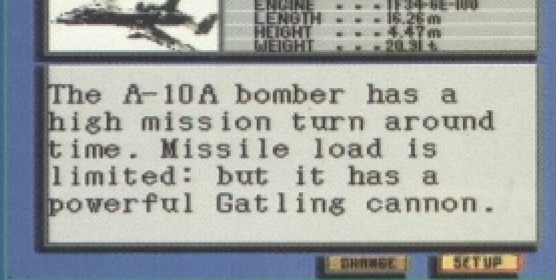


F14-D Super Tomcat USA: Its APG-71 radar can track 24 targets at once and AIM-54C technolog can attack six targets at once.

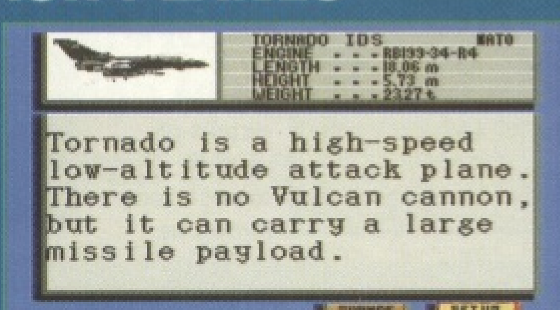


FS-X Japan: post F-11 generation support of Self Defence Force. with an improved engine for 'stealth-like' performance.

GROUND ATTACK PLANES



A-10A Thunderbolt II USA: low-level, support ground attack plane with high manoeuvrability at low levels and long life.



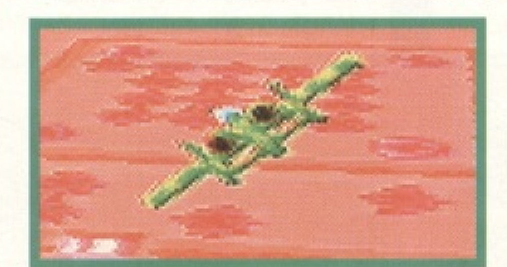
Tornado IDS NATO: full-scale, adjustable-wing attack plane known for excellent low-level and high-speed attack performance.

are sighted, your weapons system automatically locks on *Afterburner*-style, leaving you free to pull the trigger and move onto the next enemy. Pull high-G loops and gut-wrenching spirals to shake off bogies on your tail — watch your altimeter though or you could end-up as shark bait.

Current damage is displayed on the instrument panel. Each direct hit turns a sector of your plane icon red. After four hits your aircraft sets ablaze and plummets from the sky — time to bail out and try again.

Once you've completed a task, return to base for a combat report. This assessment records everything about your mission, as well as a performance ranking. Should you make Ace pilot status you're offered the chance to pilot the top secret Code XF-119 Air Diver.

With only three lives, a maximum of five credits and swarms of hostile enemy aircraft out to blast you from the heavens, averting World War III tests your piloting skills to the limits. Can you take the pace? ■

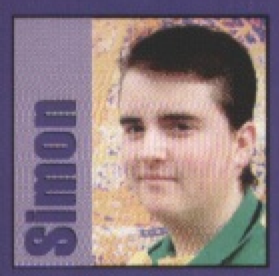


Things get too close for comfort in a low-level bombing raid.



The aim of this mission is to destroy the airfield while dodging enemy flack.

'Unbelieveably fast scrolling'



I don't usually like 'plane games', and this didn't look as if it would change my mind. How wrong can you be? *Super Air Diver* is excellent.

The first thing you notice is the speed at which the background scrolls — it's unbelievably fast and pushes Mode 7 to the limit. Effects like the loop-the-loop are a joy to watch! The backgrounds on each level all look good. As well as the air-to-air combat sections there are ground targets to bomb, and this section is similar to *Pilotwings*. The night level looks particularly good, with the machine gun tracers coming up from the pitch black ground. The scaling on this section is equally as impressive as the air-to-air sections.

In the air-to-air section the object is to shoot down twenty enemy fighters with your set amount of lives. After this, an end-of-level baddie must be defeated.

The sound serves its purpose, but could have been better. The only thing which lets *Super Air Diver* down, apart from the sound effects, is that it could prove a little easy for any flight sim veterans — I made it to level four on my first go and I'm no expert. This is only a minor problem, so don't let it discourage you from buying one the best flight games for the SNES.

82%

Final analysis



As good as *After Burner* — in the arcades. The speed is something to behold and the action never lets up.



Absolutely excellent, arcade standard sim. The use of Mode 7 and DSP is simply breathtaking! Cool!

As flight sims go this ain't too bad, but I'd still rather be in a spaceship with evil aliens for enemies.

Final day score

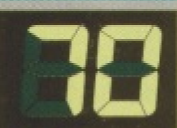
Chris R — Mission 5





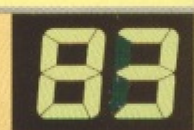
Not quite in the same class as Nintendo's space-based blaster, but excellent playability secure it a spot in the top ten of the genre.

Sound



The most disappointing feature, not terrible but should have been a lot better.

Graphics



Some of the smoothest and fastest Mode 7 you are likely to see on the SNES. May be a bit repetitive.

Playability 85

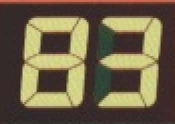
Great fun, really gets the adrenaline going, though it does take a few goes to learn the controls.

Lastability 82

Quite a few missions to complete but none are too hard, so may be finished too quickly.

Force factor

While slow to start, master the dog-fighting tactics and this becomes a joy to play — Pilotwings with attitude.





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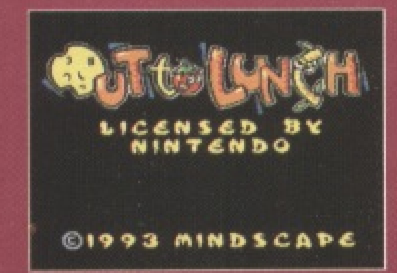
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Out to L

Platform

Producer....Mindscape
Supplier....Mindscape

Price....£49.99
Status....Official UK release

Players....1
Lives....3
Continues....None
Extras....None

What the makers say...

An addictive platformer with 48 levels spread across six countries, each with music and food to capture the flavour.

■ Mindscape

Controls

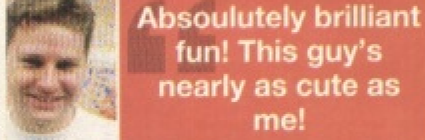
	Hold down to run
	Jump
	Use weapon
	Use net
 L	Nothing
 R	Nothing



First impression



"Out to Lunch looks great, very addictive gameplay."



"Absoulutely brilliant fun! This guy's nearly as cute as me!"



"This looks like a very amusing little platformer indeed."

First day score

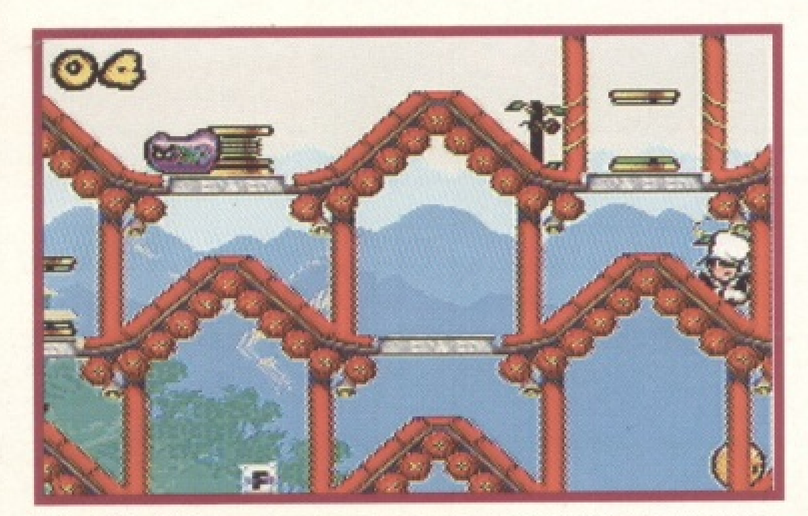
Will Level 2

Chasing potatoes, mushrooms, tomatoes and other produce all over the world isn't most people's idea of fun, but Mindscape's latest offering could make it a national sport...

France is very proud of its cuisine, and many of the world's top cooks are French — you see them on Masterchef all the time. Not so Pierre, who's been far too busy building a reputation as the world's finest cordon bleu chef to make TV appearances, until a strange and bizarre event occurred.

Once in a while, a warning jingle sounds, informing you that Chef Noir has turned up.

All Pierre's carefully selected quality ingredients just bounced right out of his kitchen and ran for it, scattering themselves across the world. Pierre's nemesis, Chef Noir, rubbed his greasy hands together and gleefully chuckled an evil laugh.



This is the Chinese level, and poor old Pierre isn't having too good a time.



One of the top secret bonus rooms hidden within the game. Get the most money possible in a limited amount of time.

So what's the world's finest chef to do, but get out there with a net and assorted kitchen utensils and recapture the deviant veg? The food is running wild over 48 stages in six countries, each having a special guest vegetable, such as the aubergine in Greece and the chilli in the West Indies.

Flour power

Every stage has a net somewhere which must be found before Pierre can catch any veg, and a harmless weapon of the sort you'd find in any kitchen — flour bag bombs, tabasco sauce for flamethrower breath, a wooden spoon to fence with etc. These stun the veggies, as does jumping on them, and once stunned they can be caught in the net before being thrown into a cage which also resides somewhere on every stage. Pierre can carry as many items of food as he likes, but if he gets hit and stunned by anything the veg escapes and runs away, and the chase begins all over again (frequent trips to the cage are essential).

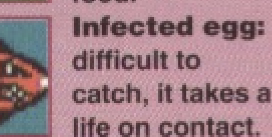
You'd think that'd be tough enough, but no — once in a while a warning jingle sounds, informing you that Chef Noir has turned up to unlock the cage and free all ▶

THE BLOB SQUAD

Life isn't all a bed of lettuce and a melody of fresh veggies. Watch out for these rotten tomatoes...



Bacteria: this evil blob infects all the food.



Infected egg: difficult to catch, it takes a life on contact.



Infected potato: roam platforms and attack.



Chef Noir: this evil gourmet releases your ingredients.



As our intrepid chef heads for the extra life, time is running out. That teleporter can speed things up a little though!

unch



Pierre arrives in France, but there's still food to catch. Grab the mushroom quick.



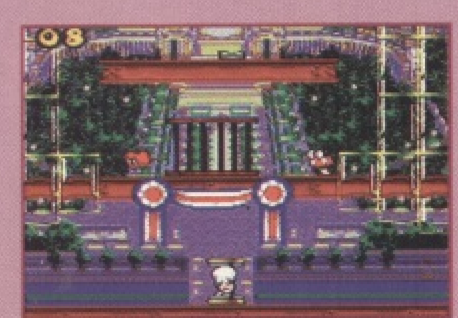
One of the between-level bonus stages. Spin the reels and match up the symbols.

ON TOP OF THE WORLD

Here are the six deliciously ornate locations for Pierre to traverse in his quest for food.



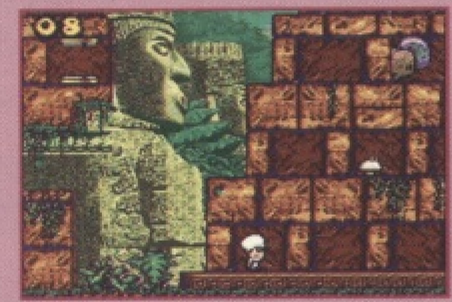
China: great parallax makes this oriental scene a visual treat.



France: Pierre's final challenge is on top of the Eiffel tower.



Greece: maze-like levels make stage two very tricky.



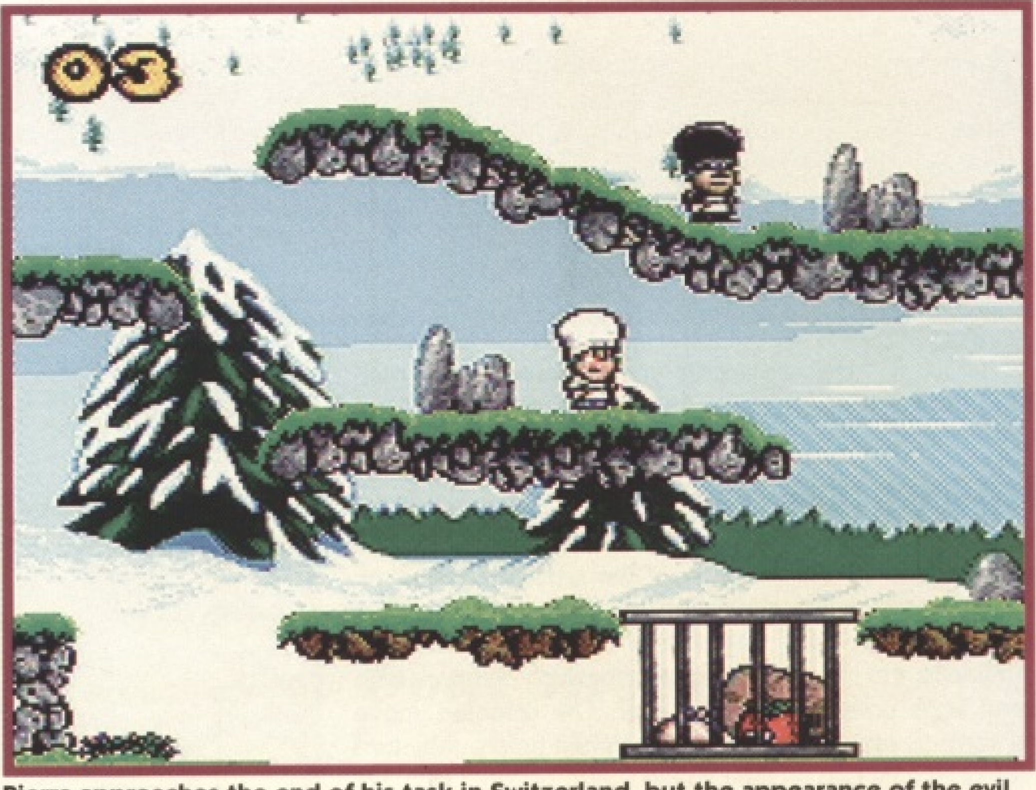
Mexico: high levels and lack of veggies make this a tough task.



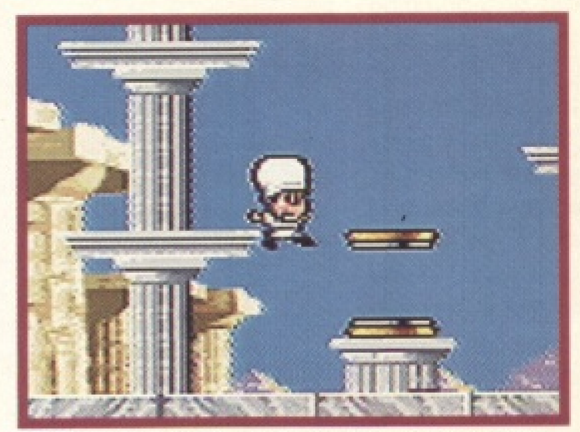
Switzerland: stage one is filled with snow-covered platforms.



West Indies: fun in the sun with a cool reggae soundtrack.



Pierre approaches the end of his task in Switzerland, but the appearance of the evil Chef Noir could change all that!

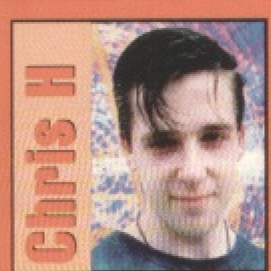


As Pierre hot-foots it to the teleporter, time is running out. Can he make it?



Pierre jumps onto an unsuspecting tomato, stunning it.

'Don't play with your food'



I've always been a hypocrite when it comes to being a vegetarian. I insist meat is murder and then tuck into a pork chop well aware that it's a poor piggie's mum I'm consuming. There again, any veggie found playing this has to be a hypocrite — I don't think that chasing mushrooms and scaring the wits out of eggs is very compassionate!. The vegetables get locked in cages and are subject to the ridicule of public humiliation — they get bags of flour thrown at them! Not that I care, seeing the sweet faces of cute mushrooms suddenly spattered with flour is gratuitously satisfying. Even Will 'anti-eating food' Evans enjoyed inflicting punishment upon the veggies. My only reservation about *Out to Lunch* is that it can get fiddly and awkward. The controls seem strangely sluggish, making fine jumps more a case of hoping than skilful timing. The graphics improve with each area cleared and when the Chef Noir tune sounds the situation gets that bit more hairy. Hidden bonus rooms and enhancing pick-ups will please avid 'find the hidden bonus rooms and enhancing pick-ups' fans intensely. But for anyone looking for something other than platform leaping you'd better turn a blind eye because that's the main ingredient of the game. Squash the bacteria and they burst in a shower of pus and fluid — disgustingly pleasing. It's all food glorious food stuff.

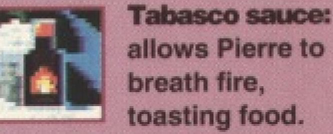
80%

PIERRE'S PICK 'N' MIX

Here are some of the tasty pick-ups to help our culinary cavalier retrieve his globe-trotting ingredients. Now you're really cooking!



1-UP: the chef's hat gives an extra life but is tough to find.



Flour bag: Flour power is Pierre's main form of attack.

Tabasco sauce: allows Pierre to breath fire, toasting food.

Invincibility: this T-shirt pick-up makes life much easier.

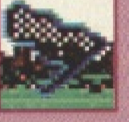


Candy Stick: This large stick of rock gives Pierre points.

Snowflake: once collected, opens a secret door.

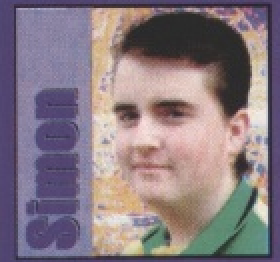


Spoon: stuns baddies, making them easier to catch.



Net: vital equipment used to catch trouble-some veg.

'Oh no, where's the password?'



Ever since I wrote the preview for this way back in Issue 2, I've really been looking forward to playing it. Well now it's here, and I'm glad to say *Out to Lunch* is great!

The graphics are of a very high standard, and get better the further you go — the Caribbean level is something to witness! Level One is set in Switzerland and features excellently drawn backgrounds, which all look brilliant as they move in full parallax scrolling. The higher you go on the platforms, the heavier the snow becomes. The snow also makes the ground much more slippery meaning your jumps have to be more precise — things like this really help the overall look and feel.

The soundtracks and spot effects are of the same high standard set by the graphics and each country has it's own soundtrack which is appropriate to the land.

Out to Lunch is not without faults. The control method sometimes seems a little unresponsive — this was most noticeable when it comes to making really close jumps. The other problem I found was the lack of a password system, but this bumps up the difficulty level!

Out to Lunch is basically a really good game with some of the cutest graphics and addictive gameplay you can find. It offers a strong challenge, but is let down by no password system — it's still bloody good though!

83%

the vegetables you've captured, so rush to the cage before Noir gets there and stun him to dispel the evil little pest.

Veg from hell

By the later levels, the once pure and healthy food is contaminated by the pollution of the big wide world, as disease roams every stage. Beware the squelchy purple blob of listeria which takes two bounces to kill, and salmonella, the red and white torpedo which pelts you with rotten eggs unless you stun it first. The diseases move frighteningly fast and must be dispatched before they turn the ingredients bad — they chase Pierre on sight with evil expressions on their faces and hideous deformities (potatoes with green sprouts all over and dive-bombing aubergines) — the sort of ingredients only Chef Noir or a motorway service station would use.

Each stage has a stiff time limit and there are masses of bonus points available. For example, the intro to every country shows Pierre walking up to a fridge and opening it, and three vegetables bounce off his head and escape. If the first three vegetables you chuck in the cage are the ones from the intro, then big, big points are yours. There are numerous other secret bonuses just as tricky, and with only three lives to begin with and no continues can anyone even catch the veg, let alone find the secret rooms? Sacré bleu!

VEG OUT, MAN

Here are five of the nourishing nettables Pierre has to collect.



Mushroom: one of the more common vegetables, and easily caught.



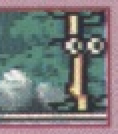
Cheese: not a veggie, but can still cause problems. It runs away, so use those flour bags.



Tomato: not a veggie either. It runs away when Pierre approaches, so dash to catch up.

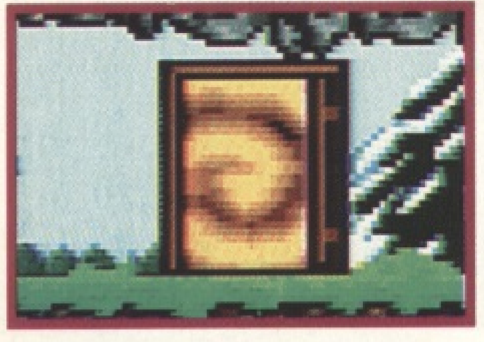


Potato: being one of the larger vegetables makes the potato rather slow and an easy target!



Bean Stick: this vegetable is only found on the Chinese level, and is quite elusive.





Above: shove the trolley and make a dash for the food.

Left: the door to the next level appears when you've caged enough veg.



Take captured vegetables straight to the cage — once there they cannot escape.



Pierre has collected the wooden spoon and demonstrates his fencing skills.

Final analysis



"Fun to play again and again. Cool graphics and sound are the icing on the cake."



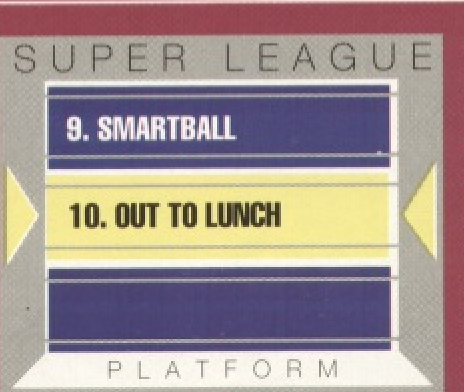
"Visually excellent, lasting, fun challenge. A must for platform fans. I couldn't put it down."

"An immensely playable game with cute humour by the bucket. The only fault is the slightly repetitious levels."

Final day score

Simon Level 4





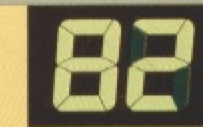
In other categories *OTL* may have charted higher. Although hard to separate, *Smartball* has a slight edge in terms of lastability.

Sound



Each country has its own soundtrack it true national style — The West Indies level is brilliant!

Graphics



Colourful and detailed. A lot of effort has gone into the parallax scrolling — Greece is particularly good.

Playability



Simple and responsive controls ensure minimum hassle and maximum enjoyment.

Lastability

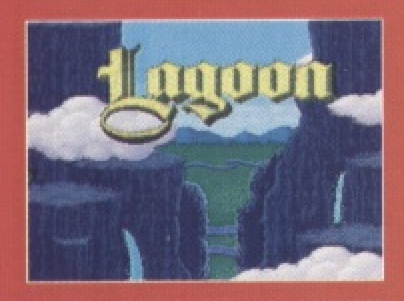


With 48 levels over six countries plus bonus screens and secret rooms, it's a challenge to savour.

Force factor

An amusing and entertaining platform adventure that will appeal to all ages. Cookery has never been so much fun.





Rpg

Producer...Kemco
Supplier...Marubeni

Price...£49.99
Status...Official UK release

Players...1
Lives...Energy bar
Continues...Infinite
Extras...Save position

What the makers say...

And you think they've got problems — you should see the tap water in London.

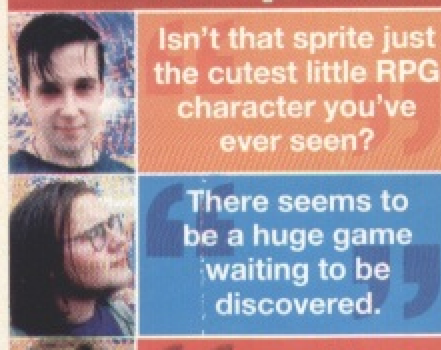
■ Marubeni

Controls



	Nothing
	Sword
	Nothing
	Jump/talk
L	No function
R	Use magic

First impression



Isn't that sprite just the cutest little RPG character you've ever seen?

There seems to be a huge game waiting to be discovered.

Looks good to me — nice atmosphere, I love talking to the animals!

First day score

Chris R Beat Samson

Lagoo

Water. The elixir of life. In the land of the lagoon, there's a bigger problem than any hosepipe ban...

The humble village of Atland stood proud in the valley. Surrounding the village were the waters of the lagoon on which the colony depended, which was deemed to possess magical qualities and many claimed it held healing powers. During one ordinary day, the waters became muddy. It was a mystery why the waters had become so murky, but the change had a drastic effect on the village. Nobody dared drink from it, fearing the deadly repercussions — bathing was also avoided and food production hit an all time low. Wise men predicted the murky water was a sign of

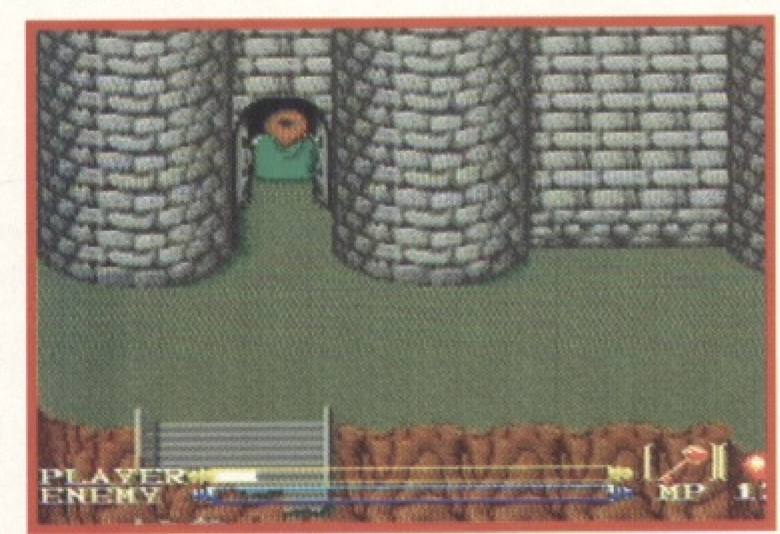
It's essential to talk to the other characters if you're to stand a chance of conquering the evil demons.

evil and their fears were confirmed as sightings of demons were reported. Today, the Atland residents are on the brink of despair.

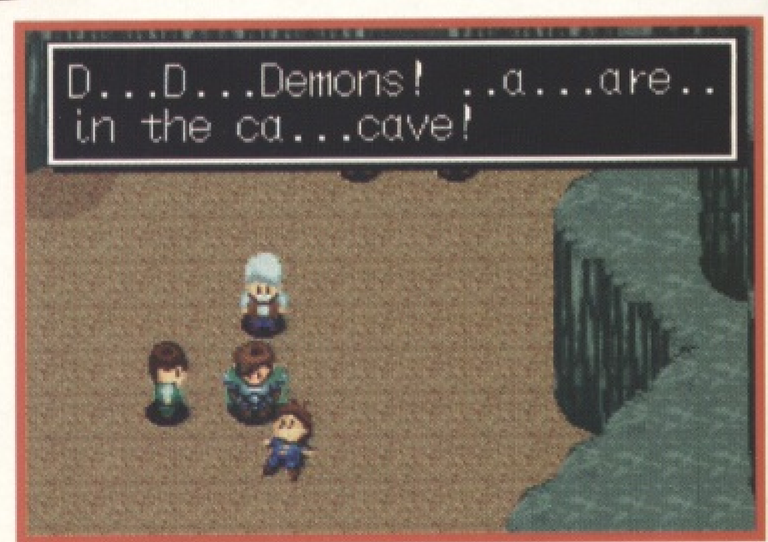
Passing water

Enter Nasir, a brave warrior trained by a wise elder. Hard physical and mental training has earned him the title 'Champion of Light', a fearless warrior who does his utmost to protect innocents from evil. Hearing of the plight of Atland, his home town, he sets off to assist in whatever way he can.

While strolling around the village, he ▶



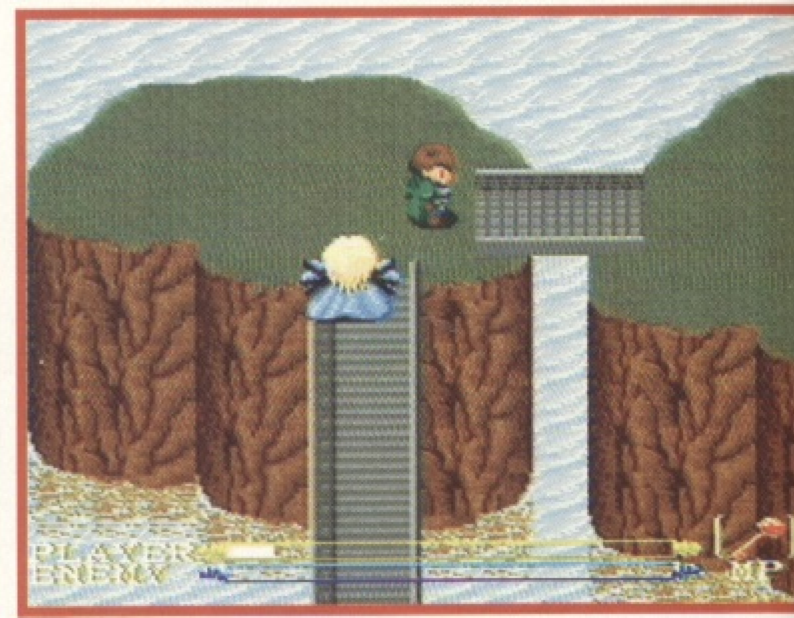
With the key, you can get into the castle. The castle is like a maze, so mapping is recommended.



Most people would steer clear, but to a hero like yourself it's the beginning of a huge adventure!

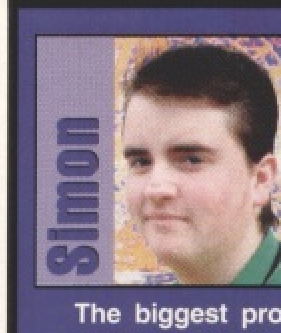


At last — decent armour! This is much thicker than the basic first suit, meaning you can take more hits.



Thor follows on the long, lonely road leading to Phillip's castle. Some of the bridges are not safe and need to be jumped.

'A poor man's Zelda 3'



Gameplay is similar to *Shadowrun*, while the graphics are more in the *Zelda 3* mould, but both fall short of the standard set by the aforementioned games. They serve their purpose, but lack detail or quality. The animation is okay but looks very wooden and stiff at times. The sound throughout is average; there are some good tunes which accompany different areas, but the lack of high quality spot or sound effects is a real disappointment.

The biggest problem lies in the gameplay and structure: you spend a large amount of time just walking around waiting for things to happen, and this becomes very tedious, notably in the castle dungeon in the second area. While the level guardians are very tough — I spent half an hour of solid play to beat the first boss alone — this is countered by the save game facility, so you only have to defeat him once.

Lagoon is not all bad and offers a good challenge with some tough tricks and problems to overcome — just be prepared to spend hours walking around waiting for them to happen. If you have completed *Zelda 3*, *Shadowrun* and *Soul Blazer*, this is the next best thing.

73%

Below: Hercules attacks with a huge sword and stomps you to death.

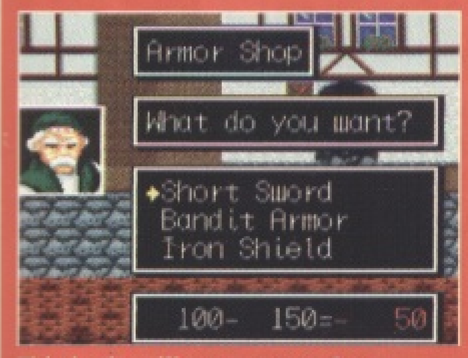




The first boss is defeated and you get the valuable fire crystal. You can now make magic!

SHOP TILL YOU DROP

The search to purify the village's water supply takes Nasir to a variety of locations, each filled with different shops. To help you spend money wisely, here's a selection of the stores you encounter.



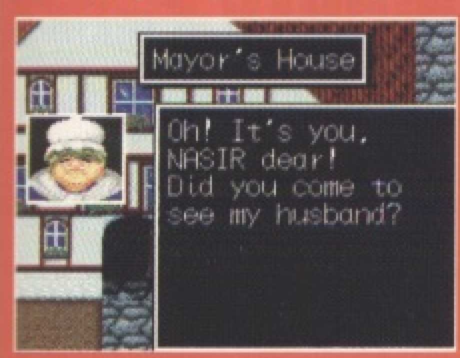
This is the village armour shop, before you can begin your quest you should buy a sword and shield.



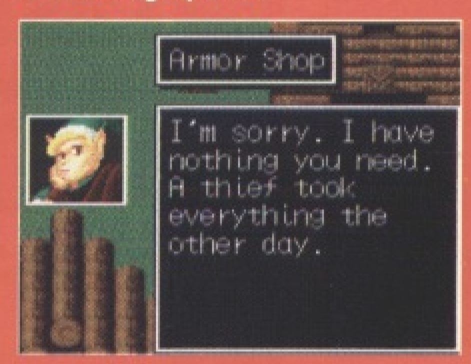
The second weapon shop is found in the elf village. Buy the shiny ball to restore magic power.



This is the restaurant in your home village, you can't buy anything from it but try talking to the waitress.



The mayor's house — but he is nowhere to be seen. His wife tells you where to find him.



The elf village armour shop is not much use because all the equipment has be stolen.



This armoury is closed at the beginning but return later and you can buy much needed items.

VILLAGE PEOPLE

The once sleepy village of Atland is brimming with a cast of weird and wonderful characters. Check out this lot...



You, the 'champion of the light' are the only man who can restore peace.



The old man from the elf village gives you the spell to get into Phillip's castle.



One of the larger opponents. He's very fast, so dodge rather than attack.



There's no getting past this guard until you have the Mayor's permission.



Guiles is found deep in the caves. He is badly hurt, so give him a healing pot.



The holy man is found in the church-like building in the centre of the town.



Talk to this villager now and again. She has lots of valuable information.

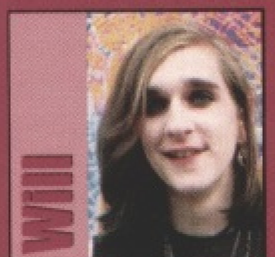


Thor, a fellow warrior moves slowly but is very useful and worth waiting for!



This village lad tells you he wants to be just like you when you rescue Guiles.

'Could tempt Zelda victims'



A cute RPG *Lagoon* may be, but *Zelda 3* it ain't.

While it has entertaining puzzles and dialogue, too much walking slowly around mazes can be a real pain. The controls are easy to master and work well in-game, but the battle sections are really odd — approaching a Demon in the caves, you can swing your sword until it's a little white blur, but when the beast gets near you always get hit first.

Why is there so much combat when attention has been paid mainly to the graphics and puzzles? It should be limited to the odd casually encountered monster, instead of spending ages trying to defeat a huge boss with an ineffective fighting method.

That said, *Lagoon* has a lot in its favour. For instance, the cute rag-doll sprites suit the game, and the ease of control is cool. Then there's the comprehensive on-screen text, which leads you to the next quandary with just enough of a hint to keep you guessing, the area of play, which is pretty large, and the variety of sprites to meet, greet and slaughter.

If you hate RPGs involving walking around barren, spriteless landscapes between the action and puzzles then *Lagoon* sucks. If you don't mind this, it's a quality cart with a lot of potential.

76%

happens upon the gold mines and sees a small gathering. A miner has collapsed out of the entrance, badly injured and muttering confused words. Out of his incoherent blurts, Nasir manages to decipher a message which confirms the elders' prophecies — an evil has taken over the land and demons have occupied the mines. Encouraged by the mayor, the priest and the villagers, Nasir sets off into the caves…



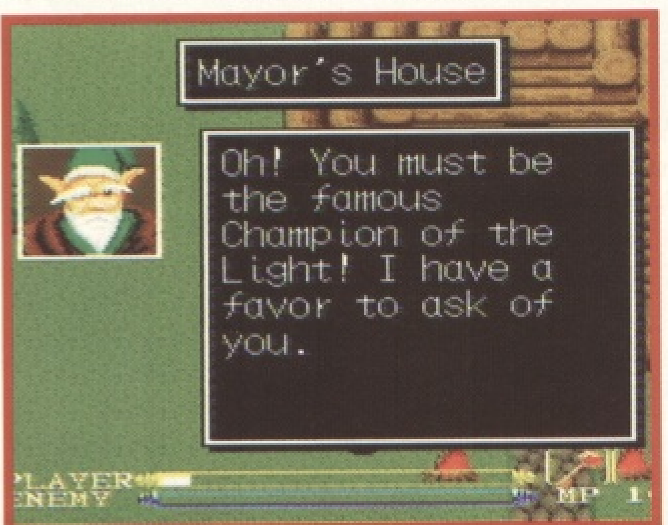
Thor helps you find one of the valuable stone tablets.

Cloak and dagger

Lagoon is a massive RPG adventure similar in style to *Zelda*. Nasir walks about the multiscrolling landscape exploring castles and houses and gaining clues which he uses to track down the source of evil. At first Nasir is devoid of any items, but later gains a sword, armour, magic and a host of useable items. It's essential to talk to the other characters if you're to stand a chance of conquering the demons. Locals are knowledgeable in ancient lore and often provide valuable information. Keeping track of the items you hold is easy thanks to a call up menu which displays your inventory — magic, weaponry and general items.

Dotted throughout the lands are castles and underground fortresses brimming with evil beasts but laden with treasure chests. There's an objective to achieve in each and a tough guardian to defeat as well. Nasir has an energy bar, as do any opponents he swipes his sword at. When our hero kills an enemy, he is rewarded with their energy supply. Energy is restricted at first, and it doesn't even fill up an inch of the lengthy health bar. This gauge is gradually filled as Nasir solves more puzzles, and is directly related to experience — the more Nasir does in the game, the higher it goes. Energy and magic power are both replenished by simply standing still.

If you're concerned at the size of *Lagoon*, there's no need to fret — a handy save game option is included which preserves Nasir's position for later use.



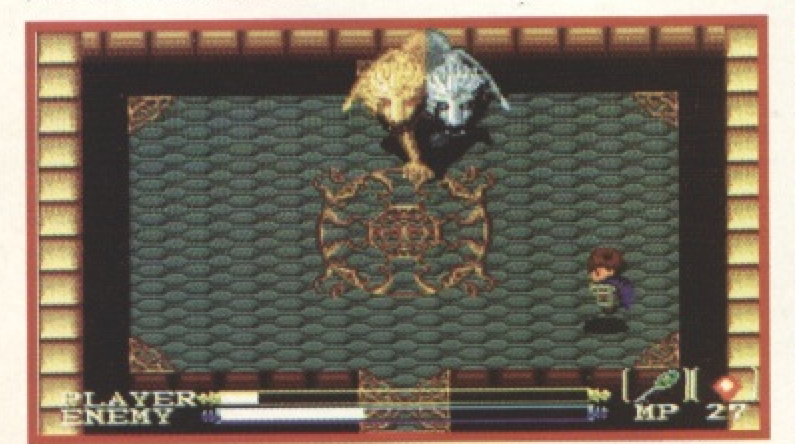
Some of the mayor's villagers went to the castle and never returned. Can you save them?



Strange things have happened at the castle — can you solve them?



The second major baddie is tough. He moves from side to side, firing fireballs and also lunges at you if you get too close.



Take the three tablets to the old man in the elf village. He gives you the spell to break down the door of Phillip's castle

Final analysis



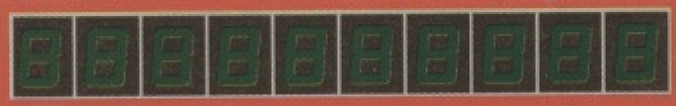
Pretty big with some nice touches, but they could've cut down on the aimless wondering around.

Quite a good game, offers a tough challenge. The only problem is the puzzles and tasks are too restrictive.

Gets very tedious, but offers a darn strong challenge. The levels are long and the bosses are very tough!

Final day score

Simon — reached second guardian





While the cute graphics may suggest this is a lightweight RPG there's enough depth and variety of gameplay to secure it a worthy place in the top ten.

Sound



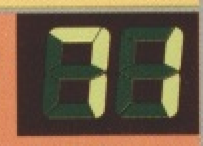
Not too detailed anywhere, nice cute little sprites but fairly bland landscape.

Graphics



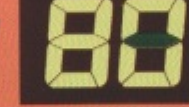
Suitably atmospheric tunes which change in each location, sadly poor spot FX.

Playability



Some tough and absorbing puzzles, but the aimless wandering quickly becomes frustrating.

Lastability



Loads of locations and plenty to do, the whole thing takes ages to complete.

Force factor

A fun RPG, but in the face of some stiff competition it's only recommended to die hard fans of the genre.





Sport

Producer....................Mindscape
Supplier....................Mindscape

Price..............................£49.99
Status......Official UK Release

Players..............................1-8
Lives..............................N/A
Continues..............................N/A
Extras...One big list of extras

What the makers say...

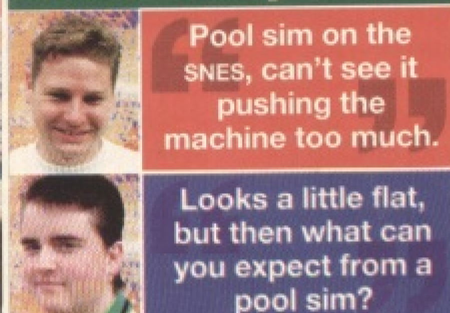
The other best game ever — 110%
■James Morris, Mindscape

Controls



(green button)	Switch View
(yellow button)	Precise Movement
(purple button)	Nothing
(red button)	Call/Play Shot
L	Reduce Shot Power
R	Increase Shot Power

First impression



"Pool sim on the SNES, can't see it pushing the machine too much."

Looks a little flat, but then what can you expect from a pool sim?

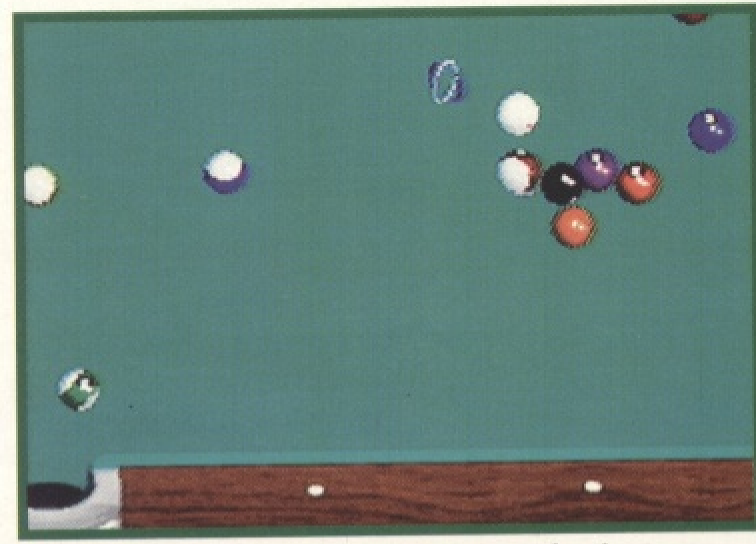
The graphics look really basic but there are loads of options.

First day score

Jon beat Randy

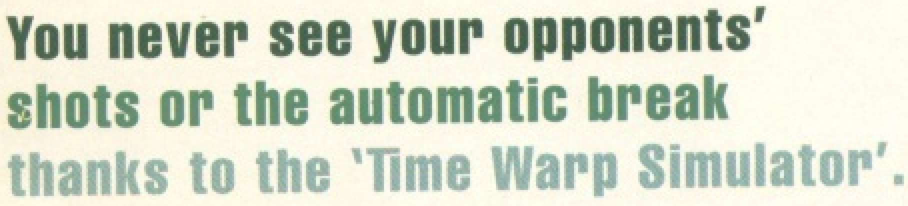
Championship Pool

Instead of hanging around in seedy pool halls, now thanks to Mindscape you can play to your heart's content in the safety of your own home — without all that cigarette smoke in your eyes.



The player's-eye-view down the cue is great for short-range pots but the overhead view is more suited to long shots.

First, a brief explanation: the four basic games have reasonably similar rules but each varies in several aspects. 8-ball is most common, where fifteen balls are racked up in a triangle formation, seven with stripes and seven solid colours plus the black 'eight ball'. After breaking, the first player to pocket a ball must then stick to whichever type it was — stripes or solids. Once a contestant has potted all their balls, they can then go for the eight ball. First to legally pot it is winner, but if you do so before you've sunk all your colours then your opponent wins.



You never see your opponents' shots or the automatic break thanks to the 'Time Warp Simulator'.

Nine ball pool has nine numbered balls which must be potted in numerical order, the winner being the one who sinks the nine. If you pot the wrong ball, a foul is declared. Ten ball has ten numbered balls. The first ball struck by the cue ball must be the lowest numbered on the table, but any ball may be potted. The object is to legally pocket the ten ball, at any time. Fifteen ball pool has fifteen balls numbered from 1 upwards, the number being each ball's score. No calling is necessary and with no potting order, the player with the highest score wins.

Eight-ball blues

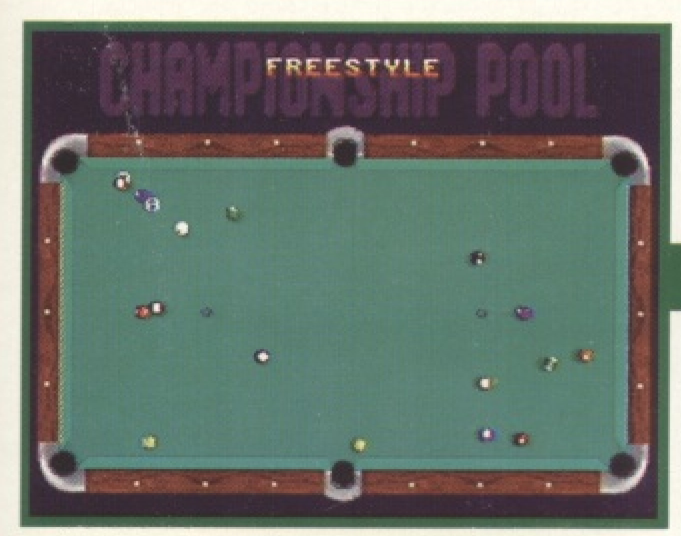
Championship Pool has four main options, and then varying game styles within each one. The first option is ▶



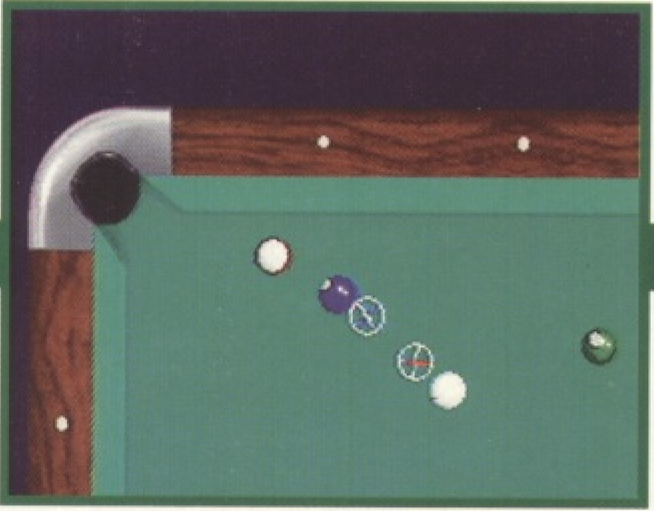
The blue ball is an easy pot, but is it possible to remove that purple from the cushion with the screw-back option?



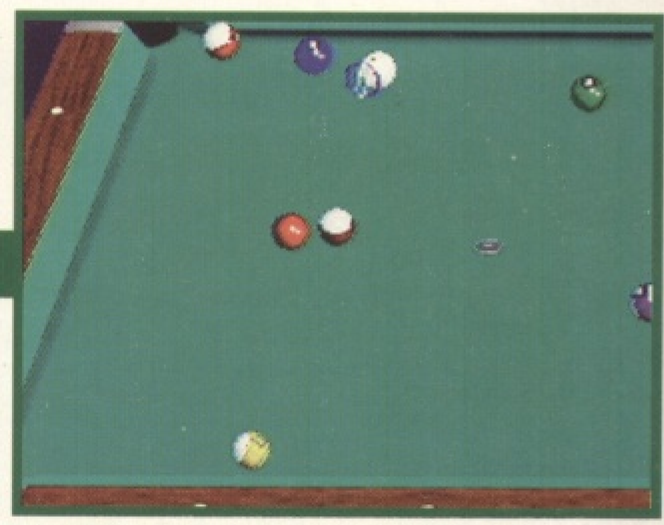
Use a small amount of spin to leave the cue ball in perfect position to sink the purple stripe into the top left pocket.



A tricky one. Cannoning the first ball against the second for a higher points score ain't easy...



...and the shadow ball is no good whatsoever in this situation. Better check a different view...



...much better. Line up the object ball and check the position for your next shot. The points are in the bag!

'Hustler? Schmustler!'

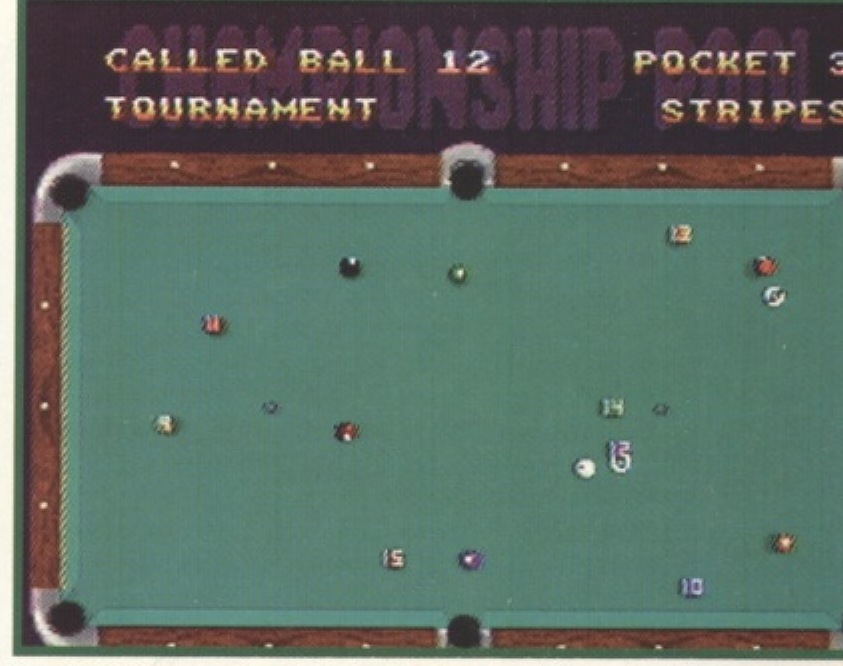


Pool is, not wanting to beat about the bush, an excellent game: it really does incorporate all aspects of everyone's favourite pub pastime (well, second to quoits maybe). There are other players (like 'Randy') in the tournament round, all of whom happen to be excellent and are a real challenge to beat. Two-player mode is bags of fun, and every facet of this well executed sim requires a large amount of tactical manoeuvring and careful planning. There really are stacks of options: spin, power, viewing angle and even the jukebox music! As with most games, one-player can get a little wearing after a while, but in two-player the possibilities really are endless.

Having praised *Pool* to the skies, I do have a couple of quibbles: the control method, while very easy to understand, is a little too sensitive to work on a standard SNES joypad (especially after playing *SFII Turbo*!) and it is sometimes difficult to accurately place a shot. On top of this (and this really is a minor quibble), the computer seems to have a very odd idea of backspin. Hmmm...

Fans of sport sims rejoice, for *Pool* shall be your salvation — all bow to the green baize God...

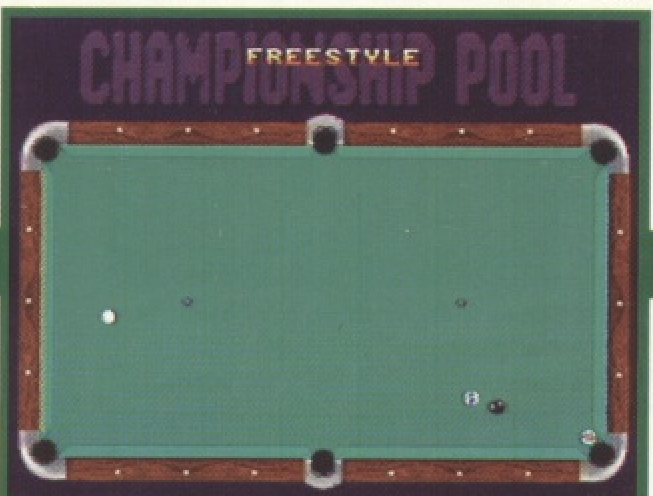
85%



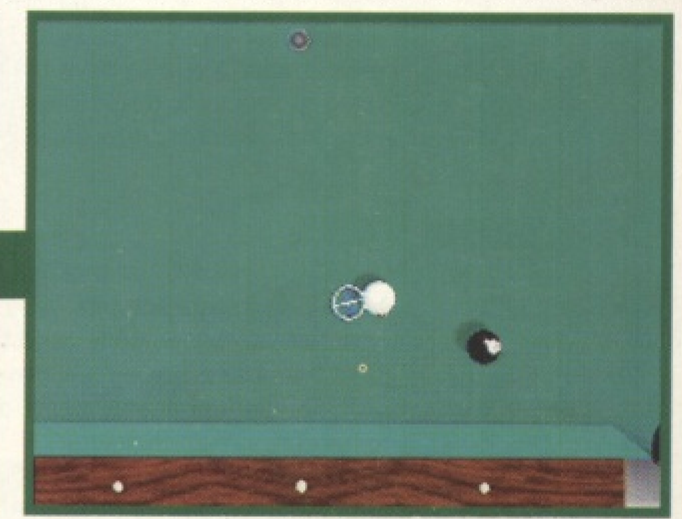
Carefully lining up the shot, the hot new star known as Player One goes for the 12 ball in the corner pocket — and it's good!



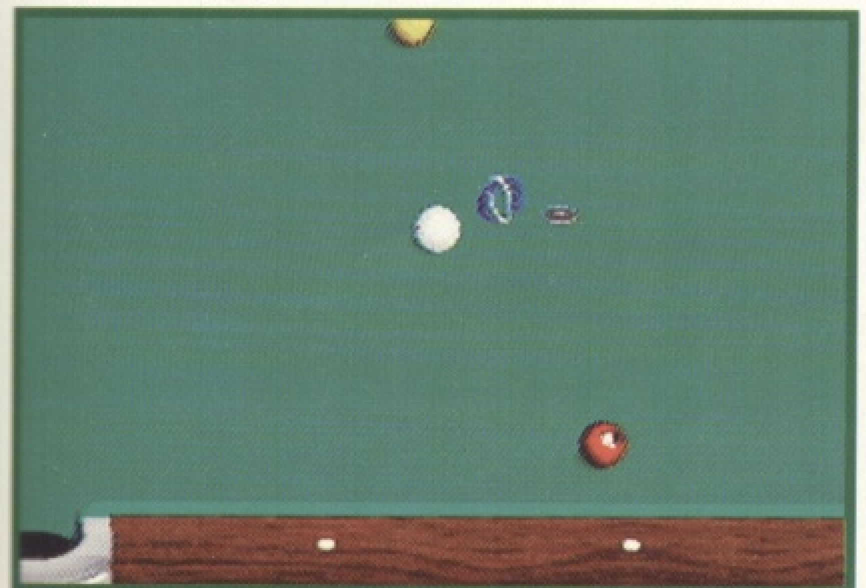
The final shot, for the entire match, and the sweat is pouring off this young lad's head.



Black ball finish. Line the shot up with the overhead view, check with the shadow ball and...



...going, going gone. He shoots, he scores! Now it's off to get that trophy.



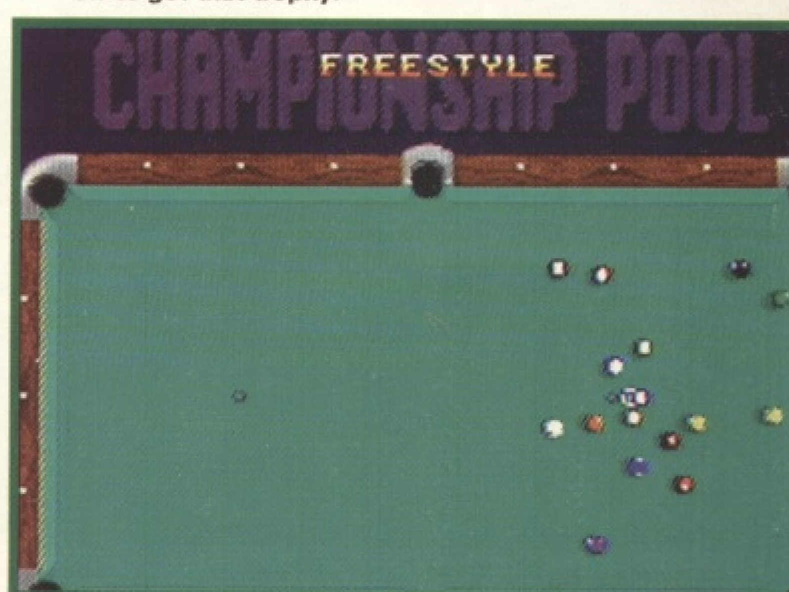
The three-ball game, this time in two-player mode. The aim is to pot the trio of balls on the table in as few shots as possible.



Before any match involving more than one player you must call heads or tails. Heads, come on...

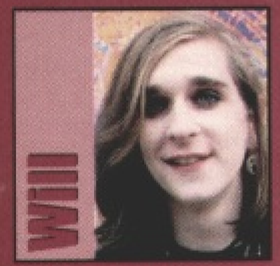


A random coin toss determines who breaks. Watch out for the cheating computer's double-headed coin!



Nice break! All fifteen balls rocket around the table from a well-aimed, full-power shot to the tip of the triangle.

'Paul Newman eat your heart out!'



Alright, so it sounds like a lame concept and previous pool computer games have proved this theory right, but there is no rule of thumb for games and this is one pool sim that really does impress. Relive *The Colour of Money* on your own SNES.

It's got loadsa different sets of rules and more options within those than *I* could count, three different viewpoints and the labour-saving 'shadow ball' option which shows you where the ball's gonna go.

You don't even have to have friends to enjoy it, the challenge yourself games are fun on their own. From novice, when you play with an equally crap mate, right through till master when you're hard enough to take on the utterly solid computer opponents without the aid of the 'shadow ball' *Pool* caters for all skill levels.

So there's the basic pool game — which is anything but — and on top of that there are the peripherals like different still pictures for each option, jukebox and character portraits. The only thing that would improve *Pool* is a two-player on the freestyle game.

Setting up shots on overhead then switching to 'player's eye view' to watch the balls rattle into the pocket is a great feeling. A game with enough to keep most going for ages, *Championship Pool* is ideal for those either too young to go to the pub or just plain useless at the real thing like me.

81%

'Party', which includes games for up to eight players — it's for you and your mates to have a laugh.

Within Party, you can play 8-ball; 9-ball; 14.1 Continuous, where you can pot any ball, but you must call both ball and pocket; 10-ball; Rotation, in which you must pot the balls in numerical order but don't have to call, Basic where you must pot on the break with no call, but must call after that and score eight before your opponent, and Equal Offense, where you get a free break and your turn ends when you score twenty or miss. 15-ball is also available, and a curious game called 1 Pocket which has no restrictions, but each of the two players may only use one pocket each for the whole game. 3-ball's aim is to pot all three using less shots than your opponent, and finally Speed Pool, against the clock.

The next main option is 'Freestyle' which has no rules whatsoever! It's just like owning your own pool table and is for those who just want to mess around. You can have the initial rack from any of the following games — 3, 8, 9, 10 or 15-ball, Rotation, Cutthroat or a random selection. Freestyle is one player only.

The colour of money

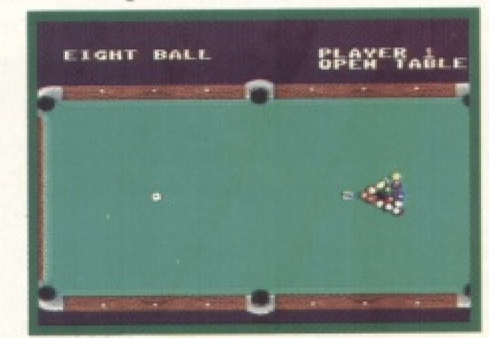
Tournament option puts you in the BCA's championship against 32 different computer controlled entrants. You may select manual break or automatic (a consistently good break where one ball always goes down), five games are played to each match, but you never see your opponents' shots or the automatic break thanks to the 'Time Warp Simulator'.

The fourth option is *Challenge*, which has six games to challenge yourself at, the aim in each one being to beat your best score. You can play solo versions of 14.1 Continuous, 8-ball, 9-ball, Equal Offense, 3-ball and Speed Pool.

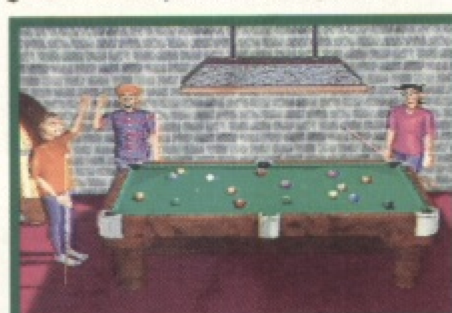
During any game you can select shot strength and spin, along with an additional menu of options. This lets you select one of four tunes from the jukebox or turn the music off altogether, hide or show the numbers on balls, get an instant replay of the last shot, view the scoreboard, quit the game or customise the rules after a shot from with additional 'Special Actions' menu. ■



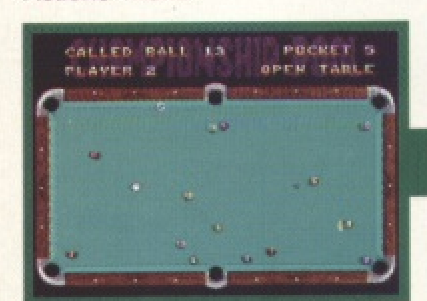
Uh-oh! It's one of those shots that's going to rattle around in the pocket and not go down.



The rack-up for three ball challenge. The break is all important and if it goes well helps build a big score.



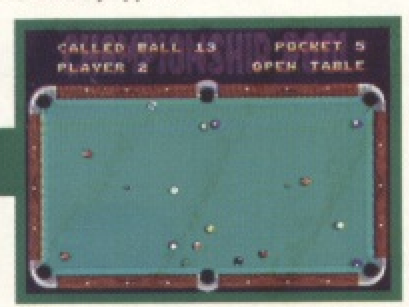
This is the intro to the multi-player option. Shots are played alternately on the same joypad.



Any pool show off knows rebounding balls off the cushion is an easy way to gain points with the audience.



It's an essential skill when snookered. Luckily, the shadow ball (far left cushion) highlights the ball's projected path.

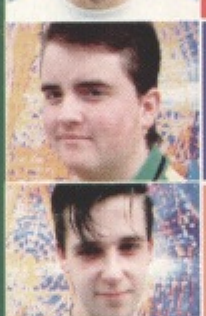


Just apply the right amount of pace and spin and the red ball heads toward the centre pocket — what a shot!

Final analysis



"Okay so it doesn't push the machine, but this is still a quality cart. Great sound effects on the shots, too."

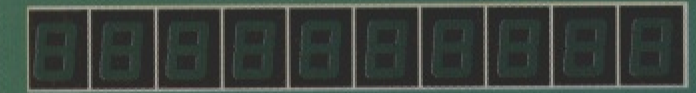


"Cool! Bags of options make for plenty of variation. Great two-player mode. Love it too death."

"The cosmetics don't push the machine to its limits but the gameplay is amazing, especially in two player."

Final day score

Will — Beat Gary at 8-ball





A little slow in one-player mode but chalk up the cue for two-player action and it's non-stop laughs all the way. An sim with arcade playability.

Sound



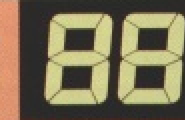
Four kickin' tunes from 8-Ball Blues to Cue Country and spot-on clicky effects on cue and balls.

Graphics



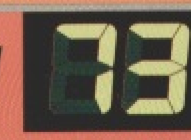
With the stills and table close-ups this is as good as it gets.

Playability



Professional to the last and as realistic as you could imagine, fun on your own or with friends.

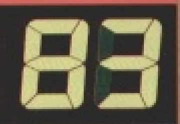
Lastability



Options aplenty, loads of totally different game styles to keep you tied up for quite a while.

Force factor

This is it, the definitive pool sim on any console. One for fans of the real thing and... well, everyone else too!





AND YOU THOUGHT DR. FRANKEN WAS GOOD .....
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Shoot-'em-up

Producer.................Mindscape
Supplier.................Mindscape

Price.................£49.99
Status.......Official UK release

Players.................2
Lives.................Status bar
Continues.................3
Extras.................Training level

What the makers say...

Cap has been protecting your freedom to think for yourself for 50 years. Don't always believe everything others may say. Decide for yourself.
■ Mindscape

Controls



Green	Punch
Yellow	Jump
Blue	Nothing
Red	Attack
L	Nothing
R	Nothing

First impression


Where did they get those backgrounds from, they resemble the dark old days.


Graphics look very dodgy. There's something not right here.


Worst graphics ever. The gameplay does nothing to save this nasty game.

First day score

Charlie Level 4



Captain

and the Avengers


As well as their super human moves, the Avengers can pick up debris and fling it at the enemy.

CAPTAIN AMERICA
Real Name: Steve Rogers
Health: 140
Height: 6'2"
Weight: 240
Job: Illustrator

Fearless team leader who's a bit nifty at throwing shields.

His main attack and an effective one. Knocks opponents to the floor. Press [ATTACK].

Good for avoiding bullets. Jump and press [PUNCH].

After a throwing a punch, he picks up villains and slings them!

Press left or right twice followed by [ATTACK] for a shield rush.

America needs your help! Well, wouldn't any country with Dan Quayle running for office? There's only one answer — Avengers away!

You can't keep a good villain down, and Red Skull is particularly nasty. His latest plan to disrupt America is to brainwash every other super-villain into obeying his twisted plans. With an army of mutants and muscled heavies, Red Skull takes to the streets, causing mayhem and attempting world domination.

Luckily, Captain America is ready to battle the unjust, the unbalanced and the unbelievable.

Captain America and the Avengers is a conversion of the arcade coin-op featuring four warriors in a scrolling beat-'em-up cum shoot-'em-up. There are four dashing figures of perfection to select: the Captain, with his patriotic emblazoned shield, the armoured oven — alias Iron Man — who fires energy bolts from his gauntlets, silver android The Vision or Hawkeye, an expert archer.

The action takes place through violent city streets, hostile sea waters and even a quick trip to the moon.

Smells like team spirit

Each character has their individual weapon, but all have the same fighting manoeuvres. They punch, jump or perform fancy moves with simplistic button combinations. Iron Man can jump in the air and fire, jump and fire diagonally or jump and dive down to the ground. Two budding Avengers can take part simultaneously and team-work is the key to success. There are 100 energy points per Avenger life, a point deducted for each hit received. Once a life is lost you can re-select the same hero or one of the remaining three, so you're not stuck with the same character. Other friendly Marvel characters put in cameo appearances like Wasp, who hovers around killing off bad guys, and Wonderman, who brings on hover jets.

The action takes place through five scenes including violent city streets, hostile sea waters and even a trip to the moon. Play changes from the scrolling beat-'em-up view to a side on shoot-'em-up with rockets and jet-packed enemies to be dodged or shot. Similar to the outer space shooting stage is the underwater area in which the heroes sport oxygen masks (superhuman lungs have their limitations, you know).

Skull's skullduggery

Robots are Skull's regular fighters, who sport lasers or battle shields to make the going tougher, ▶

America

VISION

Android
Health: 140
Height: 6'3"
Weight: 300
Job:
Adventurer

In his silver costume, The Vision looks as intimidating as a dead frog. He's got some good moves, though.



The Vision's attack is a straight forward laser blast. Straight from the heart and into the heart of others.



Bash [PUNCH] twice and The Vision holds bad guys aloft.



Dish out a battering by jumping and pressing [PUNCH].

Charge by pressing left or right twice and [ATTACK].



The Vision and Iron Man can fly naturally, but Hawk and the Captain need Hover Jets.



Another wave of Skull's army? Get the crease out of your tights and into the heat of the action.



The heroes' energy starts at 100 and depletes with every hit received.

HAWKEYE



Real Name:
Clint
Barton
Health: 70
Height: 6'3"
Weight: 230
Job:
Security
guard

With the eyes of a hawk, this archer is unsurpassable with a bow.



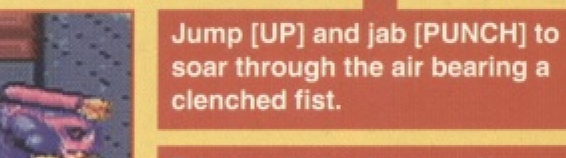
By pressing [ATTACK], Hawkeye rattles off a deadly arrow.



Press [PUNCH] twice while near an enemy to pick them up ready to throw.

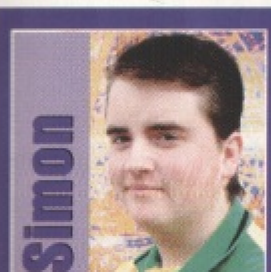


Jump [UP] and jab [PUNCH] to soar through the air bearing a clenched fist.



Trip up villains by pressing [LEFT] or [RIGHT] twice followed by [ATTACK].

'Looks like a bad NES game'



When I first heard that the excellent arcade version of *Captain America and the Avengers* was going the be converted to the SNES I had high hopes. Could it deliver?

In a word, NO. *Captain America* is probably the most disappointing SNES game I've seen this year — I don't know where to start!

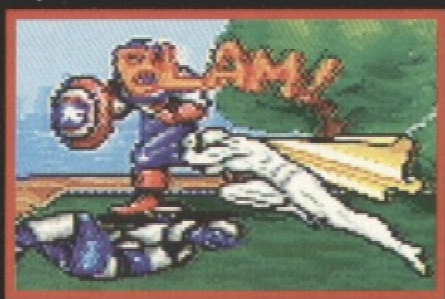
The graphics are truly terrible and look like they're from a substandard NES game, not a full price SNES release. The main characters are laughably bad, with some of the worst animation ever. The colour schemes are equally poor and make little use of the SNES's huge palette of colours. There is also very bad sprite flicker when there are more than four characters on screen — there's no excuse for this sort of problem on the SNES. As you may expect, sound is also extremely suspect and does nothing to enhance the 'experience'.

On a more positive note, the difficulty level is most definitely challenging — it'll certainly take a few weeks to complete. However, the gameplay is so limited and frustrating most people won't be playing for over ten minutes.

Having played — and thoroughly enjoyed — the arcade version in great depth I'm bitterly disappointed with this conversion. While big time Marvel fans will obviously want to check the game out for themselves, others will be harder to persuade.

41%

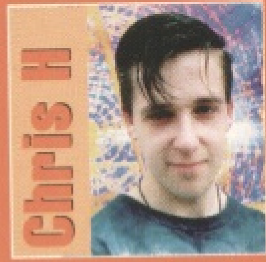




If you lose a life, you can select from the other Avengers to recommence fighting.

The Vision attacks with his energy-zapping charge and blam! Take that!

'What's gone wrong?'



When Nintendo's 16-bitter first appeared I didn't think bad games could ever be made, what with all its arcade quality paraphernalia. That just shows what a disillusioned youngster I was; *Captain America* leads the way when it comes to the deplorable.

Captain America, The Vision and all their macho friends and abhorrent enemies look awful and handle very badly. Ugly sprite animation, banal backgrounds — need I continue? Yes? Alright then...

Kicking in endless waves of robots is so unexciting drudgery is far too provocative a word to use. And being so similar to control each Avenger doesn't seem at all dynamic. Couldn't they each have a separate super move for a hint of individuality? It appears not.

Even the two-player mode (the saviour in most doomed games) is clumsy and disjointed. Convincing yourself the later levels are better doesn't help, especially when you realise they're not.

If you do feel the action verging on the frantic watch the terrible slow-down to halt the rate of play. Not forgetting the flicker of course, and that every enemy becomes invincible for five seconds after one hit making follow-throughs totally impossible — nice one.

Far be it for me to dwell on the topic, but isn't detailed presentation of importance? When the characters speak, the words are so poorly designed — mouldy aubergines hold more attraction. Make mine Marvel? Not this time.

40%

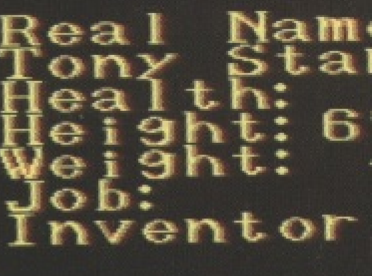
but it's during the middle and end of each section that the real felons come into the fray. Look out for criminals like Mandarin, Skull and Crossbones, Ultron, Whirlwind; disgruntled grunts with unique powers. Whirlwind likes to whip up a storm to fight, while Ultron prefers a more refined approach — electrocution!

For that comic atmosphere, words like 'Krackk', 'Whap' and 'Kerpow' appear when punching out a villain in true comic slapstick style (remember the old Batman series?). Sampled gung-ho speech is also included, for example the commentator who screams 'Okay, go!' at the beginning of every scene.

So with the sprawling metropolis illuminating the dark skies, cram those bulky calf muscles into a pair of pixie boots, staple gun a cape to those bulbous deltoids and polish up those pearly whites...



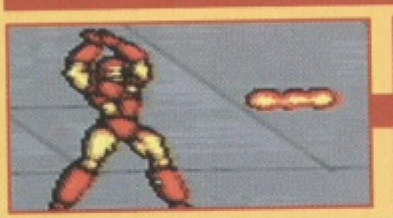
The Wirlwind blows up a storm while The Vision does a small jig.



With a face like a microwave oven, he of iron strength is a formidable vigilante.



If you want to get to grips with the moves and beat up a friend in the process, try the practice mode.



The main attack is a good old ion blast from the palms. They don't make 'em like they used to.



He may be getting old but the rust hasn't set in yet. This air dive is quite harmful.

Like the other Avengers, Iron Man can hoist opponents into the air. Being super has its uses.

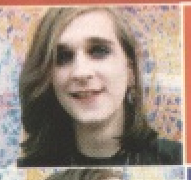


This shoulder charge is perfect to cause serious damage.



Grim Reaper is a tough guy to kill mainly because of an infuriating propeller he whirls around.

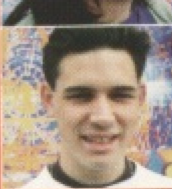
Final analysis



"Does the Marvel team no justice. I can't believe how bad it is. Makes me wonder why this was ever released!"



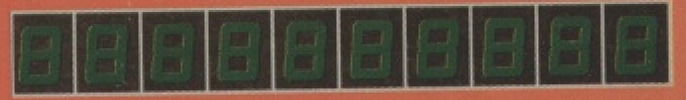
"Probably the worst game this year, appaling graphics and sound coupled with crap gameplay."

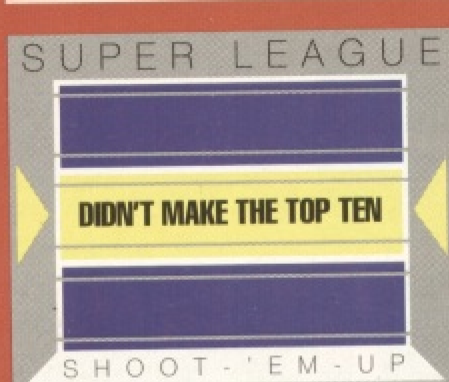


"Never have I seen a game this repulsive on the SNES, well not since *Jeopardy*, anyway."

Final day score

Chris H — Level 5





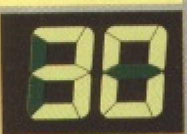
Despite the Marvel pedigree and the success of the coin-op, this below-average conversion is disappointing to say the least.

Sound



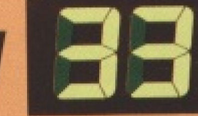
A poor soundtrack does little to liven it up, but the between-levels speech isn't bad.

Graphics



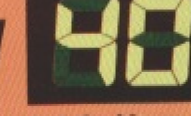
Some of the worst graphics ever — they flicker terribly and look as if they're from an NES game.

Playability



The characters are unresponsive and the controls are poor. Very frustrating and unplayable at times.

Lastability



A strong challenge, with tough bosses, but the bigger one is how long can you bear this frustrating game?

Force factor

A below average arcade conversion recommended to hard-core Marvel fans only.



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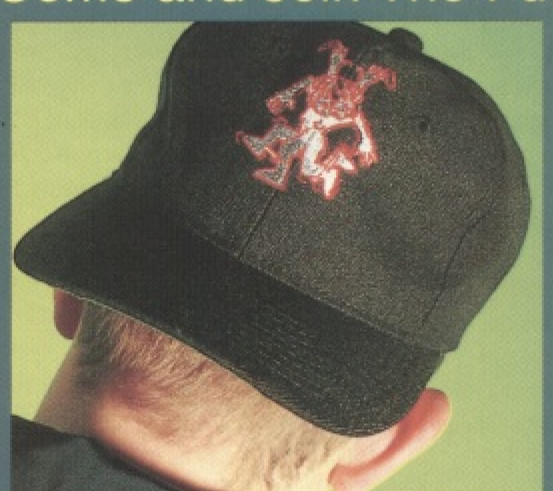


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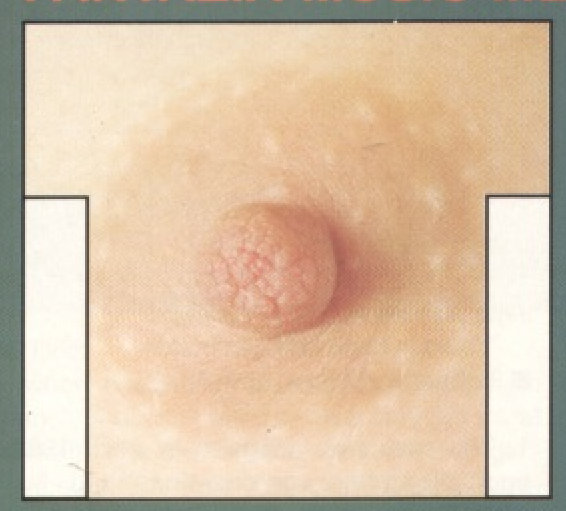


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Kombat kombination

In *Mortal Kombat* on the SNES, I have heard that a man appears in an outfit like Sub-Zero's but the colour is green, so can I ask you these questions:

1. Does he come on?
2. If so, what special moves has he got?
3. What death move has he got?
4. And when and why does he come one?

■ **Austin Bailey, Ramsgate, Kent**

1. Yes he does exist, although he doesn't appear on the battle plan.

2. He has the special moves of both Sub-Zero and Scorpion and this makes him a tough opponent.



3. I've never seen his death move, so I have no idea what it is. The problem is you can't control him, and the computer very rarely uses a death move at the end of a match. I can only assume that he has both Sub-Zero and Scorpion's death moves.

4. He comes on after you have won on the pit level — that's the one with spikes at the bottom. This is only half the story; if you look into the background on this level, you will see weird things like kites and sledges going past. If you kill your opponent with the right object in the background, you fight the mystery character — or that's what Acclaim say anyway!

simon

Make-up or wind-up?

1. Is *Soccerbrawl* coming out on the SNES?

2. Why is your mag so great?

3. Will there be a telephone connect system for the SNES, as there is one for the Mega Drive? If so will you be able to link it to British Telecom? You cannot do this with the Mega Drive system. You can only use it in America on their phone system, which isn't a lot of use here.

4. Which joypad/joystick do you recommend for lastability and control? Could you sometime do a review on this subject?

Please, please could you print my letter!
Yours faithfully

■ **Alex Gillies, Bristow Hill, Cumbria.**

PS Does Will really usually wear make up or is it just a wind-up?

1. Thanks for your letter Alex. Due to the forthcoming World Cup there a lot of soccer games coming out on the SNES over the coming months. However, at the time of going to print there were no plans to release *Soccerbrawl*. Don't give up hope though, there's every possibility that it may be released. Rest assured, as soon as we hear of any developments they'll appear in the news section.

2. Lots and lots of hard work! Seriously, we all really enjoy what we do and I'd like to think that shows in the magazine we produce. Plus we get great support from our readers which really helps inspire us.

3. I know the American telephone link-up system you're talking about. MegaDrive owners who live miles apart can team up for a simultaneous two-player game. Imagine rounds of *Street Fighter II* with a mate who lives in the next town!

There are no plans as yet to bring this system to the UK but I'm sure in the future this will be the norm.

4. At the moment we're experimenting with the Super Advantage joystick and Spectravideo's programmable pad and both are holding up to the challenge very well. Thanks for the suggestion for the joypad feature. We'll be doing one in the near future.

chris R

Adapt and survive

Great mag you've got going, keep it up!

Here are some questions I'd like you to answer:

1. I've had my SNES for nine months and I've been using an adaptor ever since! How long until it does damage to my SNES?

2. Is there an adaptor which does no damage at all to my SNES, if so what is it called?

■ **Lee Young, Cheshunt, Herts.**

If you use a reputable adaptor such as the Gamemaster Universal you shouldn't have any problems. Remember though, your UK PAL Super Nintendo is designed only to play UK games. Using American and Japanese games could invalidate your warranty.

chris R

CD atmosphere...

I've written to you about a few subjects which are bugging me. Firstly what the hell has happened to the NES CD ROM XA? I mean, three magazines so far have said that Nintendo hadn't even started working on it and are working on a 32-bit cartridge-based machine, so please explain what the hell's going on! Second: I have seen *Street Fighter II Turbo* for £39.99. I showed it to my mate (the ad that is) and he ordered a copy. When it came through, he had the US version boxed with instructions AND a FREE massive poster! Now tell me why so many people say it's £120. I mean, which price would you choose! And lastly I've some gaming questions:

1. What was the date that the SNES was released?

2. Will the portable SNES be on sale in shops?

3. Why are Sega so crap, puny, and totally unable to impress the public?

4. Please, please, please print the codes for the Japanese version of *Lemmings*!!!

Yours in hope and admiration

■ Richard Stebbings, Suffolk.

1. The SNES was released in April 1992. Seems such a long time ago now doesn't it!

2. There are no immediate plans to release a portable Super Nintendo.

3. Not only haven't they got Mario, but we got *Street Fighter II* last year, *Turbo* this year and they're still waiting. That sums it up really... they're always going to be one step behind.

4. All our codes, including the Japanese version of *Lemmings* are in the code collection on page 84.

chris R



Doh — ray — tiger knee

I have bought *SFII Turbo* on the S. Famicom and finished it on level 8 turbo 4 on my third go (1 credit 771,400), but when I tried it on the arcade version, it was much harder.

The joystick was partly to blame, but the speed of the game was slower (about 2X) and yet I lost to E. Honda. Is this because the Famicom version is made easier or is there a difference between the Japanese and UK arcade versions? (or am I crap?) It took me a few attempts to finish it on one credit but I might have fluked it.

Looking at your review on *SFII Turbo*, it looks as if you've played it thoroughly unlike other mags I could mention (I thought no one would notice Guile's missing jumping punch). One inferior mag stated that Sagat's tiger knee is missing, just because it isn't mentioned in the instruction booklet doesn't mean it's not there. Doh!

Also, when performing Bison's double strength turning punch, it doesn't tell you what strength it's at (eg 1 to final), whereas it does on the PC Engine version (although you have you hold the button down for about 64 seconds to get a 'Final' and it's only a guaranteed hit if the opponent's dazed).

Why did Capcom keep the brick bonus stage and leave out the oil drum one (notice the slight slow down on barrel stage with two players with plenty of barrels on screen)?

Have you noticed that whenever a round is finished, the game pauses for a second (bike from Chun-Li's stage pausing is a good example), the moon is missing on Ryu's stage, Dhalsim has lost an elephant from both sides of the screen and that irritating border is still present even on scart machines?

■

Quite a letter, but I'll do my best to answer. First of all, the SNES version of *SFII Turbo* is quite easy, even on level 8 turbo 4, but turbo 10 is another matter! I do think the arcade version of *SFII Turbo* is harder than the SNES, but not by much. I can't say for sure, but as you said it's probably something to do with the joystick used by the arcade and not being as used to it as a SNES controller. I'm pleased you liked the *SFII Turbo* review and yes, we did play it thoroughly, and still are! I have noticed the fact that the turning punch does not give you much power and why this has been left out is a mystery. I have no idea why Capcom left the brick smashing bonus level in the game — I liked the arcade flaming barrels level and I'm sure the SNES could have coped with it. It's a shame the backgrounds have been slightly toned down, but this is probably due to memory restrictions and the speed at which the game has to run. The border around the game is a little irritating, but is only a minor problem and not worth worrying about!

simon



I like your magazine very much and subsequently I have taken advantage of your splendid subscription offer.

Being a new magazine, you've been able to assess the market and improve on many of your competitors' faults. For example, you haven't made the mistake of bringing your overall impression of a game into its separate ratings.

Much as I love your magazine, there are a few little flaws. Firstly, although you continually update your Super League™, don't you think it's about time you updated all the ratings in The Guide? Wouldn't it be great to give two separate overall ratings for multi-player games? You could have a multi-player Super League™ along with a high scores section.

In response to what Mike Hayes (Marketing Director of Nintendo UK) said about renting carts, 'We estimate that our video games give our players over 100 hours play.' What a load of old toss! How many games are available that offer over 100 hours of decent gameplay? Hmm, not that many!

The average platformer (with the exception of *Mario World* and *Mario All-Stars*) is completed in less than a week. That's about 40 hours tops, and then how often will you play them again? About the only games warranting over 100 hours playing are decent two-player games like *Street Fighter II*, *Mario Kart*, good adventure games and classy platformers. He then goes on to say '....in the end it would cost more to rent the game than it would to buy it in the first place.' More codswallop! After one nights rental you can see if a game is worth buying or not. If I'd been able to rent *Mickey's Magical Quest* for an evening, (the time it takes to complete) I would have saved myself over £50. That's £50 Nintendo UK wouldn't have seen and that, I think, is the key to the issue.

If all SNES games were available to rent, less people would fall for good packaging and nice looking graphics that camouflage inferior products. Subsequently, fewer games would be purchased, meaning less profit for the $4 billion giant. Isn't this an area for the Monopolies Commission?

Lastly, on a more jolly note, if Will is truly a bloke and wants people to believe him, he should get a new photo. Well done on getting SNES FORCE very nearly perfect and I'd just like to say 'Hi Mum!!!'.

■ Yabu Lurie, Muswell, Hill, London

Thanks for the suggestions Yabu. Although we update The Guide every four weeks, as a result of your letter we've decided to rerate all 300+ games. Your views on Nintendo's rental policy raise some very interesting points — so much so we've researched the matter in depth and written a feature. (?? p.XX.) And lastly, Will's had a new photo done so I guess that makes us perfect now!

chris R

Empire released?

After recently purchasing *Super Star Wars* on the SNES, I was mesmerised by the depth and quality of the graphics and gameplay. I was eager to hear about and purchase the sequel, *Super Empire Strikes Back*. After hearing no news or release dates of *Super Empire Strikes Back*, I was hoping you could give me some details about the game and hopefully eventually showing screen shots as I have seen nothing yet.

You may be wondering why I'm asking these questions but it's because I was brought upon on nothing else but *Star Wars*, the films and figures for years and I'm dying to know about the games. Will *Empire Strikes Back* be as good as *Star Wars* and also what about *Super Return of the Jedi*?

Yours hopeful to be printed and answered.

■ Chris Chapman, nr Ilkey, West Yorkshire

1. We can do better than that Chris. Take a look at the amazing work in progress on page 26.

chris R

Is Blanka a bird?

1. I have heard a rumour that Blanka from *SFII* is a girl. If this is true, then why does Blanka's mother say Jimmy my long lost son? (These rumours were started by Nintendo Magazine System).

2. My friend Tim Guy reckons that his friend has got the SNES CD with *Super Mario Kart 2* which he says that his dad sent him from America. Is this possible?

3. I can't understand why everybody is raving on about *Starwing*. To me, the actual ships are just made up of a few triangles and some of the bosses are not recognisable. If you print this letter I promise to buy every amazing issue.

■ **Craig Fielder, Kidderminster.**

1. You're absolutely right, Craig. Blanka *was* called Jimmy which makes him most definitely male!



2. I'm afraid Tim Guy has got you on a great wind-up! The SNES CD is not available in America or Japan, nor will it be so for a long time yet.

3. *StarWing* is a great game make no mistake but I agree that it's not as brilliant as some magazines would have you believe. That's why we rated it as 85% while others were blinded by the hype and gave it 90% and above.

chris R

T-shirts...?

I think your mag is cool. I liked the review of *Shadowrun* so much that within a day of buying your mag I ordered the game. Please can you answer my questions;

1) Will there be a sequel to *Zelda III*?

2) Could you please print a complete solution to *R-Type*?

Yours faithfully

■ Mark Collier, Nienburg, Germany

PS Could I please, please have one of your cool t-shirts?

1. No doubt there will be a sequel to *Zelda III* but there are no firm dates as yet.

2. *Super R-Type* is a great game but it's been available officially for almost 18 months now. In the interests of currency, we tend to concentrate on solutions to newer games. However, the tips section is completely at the mercy of our readers and if enough people write in for an *R-Type* solution we'll be more than happy to do one. Meanwhile Mark, why not write to Simon and tell him exactly where you're stuck and he'll be more than happy to help.

3. What t-shirts?

chris R

Put pen to paper and share your views, woes and queries with us at: Special Delivery, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.



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Issue Two
SFII Turbo ● Striker ● ShadowRun ● Royal Rumble ● Pop 'n' Twinbee
Issue Three
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13 issues only
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The Complete solution

This month we're packed to overflowing with Game Genie codes, solutions to *Street Fighter II Turbo*, *Mortal Kombat* and the awesome *Alien 3*. Use the index below to pinpoint the game of your choice.

Index...

Calling all games players! If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money.

We pay £50 for the best maps or solutions used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Welcome to the second installment of the most informative, in-depth guide to the best game ever. With Level Seven mastery only a few pages away, this month we have the definitive solution to playing as M. Bison, Dhalsim, Vega and Zangief. Fight on...



M. BISON

M. Bison is one of the toughest characters with a huge selection of moves and combinations. Mastering him takes a while, but when you do, winning is just a head stomp away.



The Flaming Torpedo attack is the key to victory. When Ryu does his fireball attack, jump and charge the torpedo up as you jump, and as you land execute the move. Ryu has great difficulty blocking this. The head stomp is also useful when he tries a fireball as he is stunned for a split second.

Don't jump toward him unless he is doing a fireball, as he Dragon Punches you.





Similar to Ryu. Don't jump toward him unless he tries a fireball, as he uses the Dragon Punch. The best time to attack is after he has done a fireball or Dragon Punch as he is stunned for a brief moment. If he misses with a Dragon Punch, throw him as he lands for maximum damage.





Chun-Li is a troublesome opponent for M. Bison as she is equally as speedy as him. A strong jumping kick followed by a sweep is the best attack. Remember, Chun-Li is very weak and can't take too many blows. If she attacks from the air, block and as she lands throw her. When she uses the fireball attack, jump and attack with a strong kick followed by a Flaming Torpedo.





Take full advantage of Dhalsim's extreme slowness in the air. If he jumps, use your speed advantage to attack with a strong kick. If he uses the teleport move, strong sweep as he lands — for a split second he is defenceless. Counter Yoga Spear or torpedo attacks with a jumping kick. Yoga fire or flame should be blocked or avoided.





Due to M. Bison's vast speed advantage, most fast combinations work, the best being a vertical jumping strong kick, charging a Flaming Torpedo as you do it and, as you land, execute the move. The torpedo takes you out of his range and you can repeat the process.



Street Figh

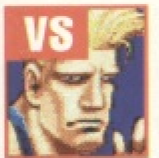
The Ultimate Level S

SMALL TIPS
GAME GENIE
ALIEN 3

Start with:
FD3644D1 More rifle clips
4D3644D1 Loads more rifle clips
DO3644D1 Less rifle clips
FD3B4F01 More grenade clips
4D3B4F01 Loads more grenade clips
D03B4F01 Less grenade clips
CD2A44A4 More ammo in rifle clips
FO233D64 More ammo in grenade clips
3C2844D4 Infinite ammo for pulse rifles
3C223D64 Infinite ammo for grenade launcher
3C253704 Infinite ammo for flamethrower
D4641D460 Take less damage
DD6D1700 Maximum energy from medical kit

B.O.B.

a 3C37A7D4 Infinite weapons — except for Flame
DDCOC770 Maximum weapons on pick-up
3CC73F85 Infinite Remotes
FOA61D59 Start with 20 3-way (Weapon)
FOA61FE9 Start with 20 Flame (Weapon)
FOA61759 Start with 20 Rocket(Weapon)
FOAB1DE9 Start with 20 Bolt (Weapon)
FOAB1459 Start with 20 Wave (Weapon)
D6660DDD Start with 9 lives
4A6EOFOD Infinite lives
DOA81F89 Start with 3 Helicopter Hat (Remote)
D9A81F89 Start with 3 Floating Bomb (Remote)



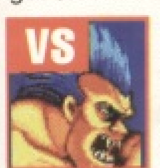
Guile makes few mistakes so when he does, take full advantage. If he jumps toward you, use a strong punch or kick. If you are fast enough, charge a Flaming Torpedo. Don't jump toward him, as he Flash Kicks every time. Anticipate the Sonic Boom, and as he lets fly, head stomp followed by a strong punch. If timed correctly, he doesn't have a chance to Flash Kick.





Keep Honda at a distance. Use fast combos and attacks to avoid close combat or Honda wins every time. If he jumps, use a Flaming Torpedo as he lands. Use the head stomp if he starts the Hundred Hand Slap, followed by a strong punch and a jump to safety. Remember not to get blocked into a corner.





The key to beating Blanka is to counter the cannonball attack with a Flaming Torpedo. If he uses the vertical cannonball, avoid the first hit and as he lands use a strong throw. The best combo is to jump toward him and do a weak kick, land and do two more crouching weak kicks. As you are doing this, charge a torpedo and do it just after the second sweep; this may even stun him. The electric attack shouldn't come into play, but the head stomp can counter it if he tries.



The first 'boss' character is quite tough. Because most of Balrog's attacks are sliding or turning punches he is quite slow but deadly if he corners you. His Sliding Punches knock you out of a Flaming Torpedo, so be careful. The head stomp



followed by a strong punch to the head is a good combo. The tactics for E. Honda should be used on Balrog as they have very similar fighting styles. When Balrog uses a slide punch, duck under it and attack his legs.



If Vega tries to jump from the wall, move behind him and strong throw followed by a Flaming Torpedo or a strong jumping kick as he lands. If he uses the Tumbling Claw attack block it as three hits from this stun you. If he jumps on the fence and prepares either a Barcelona or mid-air suplex move, jump backward as he leaves the fence and strong kick — his attack misses and you hit him.



A relatively easy match if you use the right tactics. Jump and attack tiger fireballs with a strong kick followed by a strong leg sweep. As you do this, charge up a Flaming Torpedo and use it to finish the combo. This stuns Sagat, leaving him vulnerable to a throw. Repeat this tactic throughout the match. If Sagat misses with a Tiger Uppercut, use a strong throw followed by a torpedo.



This final encounter is your 'mirror match'. The thing to remember is not to rush in — stay back and wait for M. Bison to make mistakes, then attack. If he tries to head stomp, block high and throw him as he lands. The Flaming Torpedo can be stopped by multiple weak crouching punches — follow this with a torpedo of your own. Weak sweep kicks and torpedo combinations work well. Fight hard and dirty and victory is yours.





DHALSIM

In the previous game, Dhalsim was one of the weakest characters but now has a new teleportation move. Very difficult to master, the rewards are well worth the effort when you finally do.



Use a yoga fire to cancel outfireballs. Don't jump over Ryu and attack, because Dhalsim is too slow in the air. You can teleport when Ryu uses a fireball and attack him before he blocks. Don't jump toward him or you're Dragon Punched.



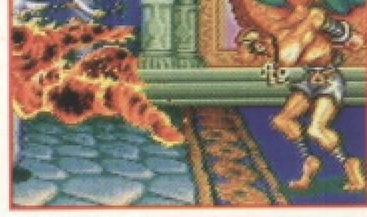
Similar to Ryu, so most of the same tactics work. Duck the Hurricane Kick and attack him as he lands. Do the same if he misses a Dragon Punch.



If Chun-Li jumps toward you, medium kick if she lands close by. As she hits the ground, grab her and do a yoga head punch. A good combination is a Yoga Drill followed by a head butt, because it's a two hit move this stuns her. It works best if you strike as she does a fireball.



It's risky to teleport because as you appear he throws you. If Dhalsim uses his slide attack, time a fireball to hit him as he gets up and he doesn't have a chance to block.



Yoga Fire is powerless against Zangief's Spinning Clothesline. If he walks toward you, throw him — time it right and you can throw him before he hits you. Only use the Yoga Drill if he is jumping because if he is on the ground he blocks it and grabs you — usually to do a Spinning Piledriver.



ter II Turbo

even Guide Part Two

CYBERNATOR

Start with:
DBB117AF 10 credits
C2344FDD Infinite credits
62BF17AF Lasers
62BF17DF Homing missiles
62B4176F Napalm bomb
Start on:
D4BD176F Level 3,1
D7BD176F Level 3,2
DOBD176F Level 3,3
D9BD176F Level 4,1
D1BD176F Level 4,2
D5BD176F Level 4,3
D6BD176F Level 5,1
DBBD176F Level 5,2
D6BD176F Level 6,1
FDBD176F Level 7,3
FFBD176F Level 7,4
Also:
F4BD176F View failed ending
F7BD176F View successful ending

GODS

a 1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with 2 lives
D93C4073 Start with 6 lives
DB3C4073 Start with 10 lives

RUN SABER

7E1F2303 for infinite Lives

SUPER MARIO 4

• Play on intro screen Enter the code 7E00 1902 (Action Replay). When the intro screen starts, put the switch up. Mario now misses Yoshi — put the switch down after he has passed Yoshi. Soon Mario dies. The words "GAME OVER" appear. Press start to play on the intro screen.
Andrew Walters, Margate, Kent

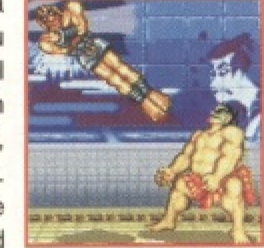


Teleport to escape from a corner if Guile blocks you in with loads of Sonic Booms. Don't use the punches, as Guile attacks with a strong sweep almost every time. Attack with the Yoga Drill when he does his Sonic Boom. Time it right and you can hit him before he blocks. Remember you can slide under a Sonic Boom and hit him before he blocks.



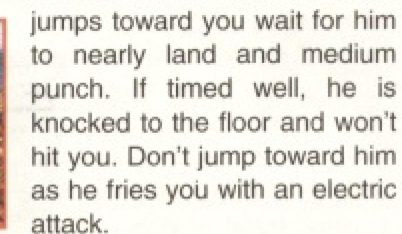


Make E. Honda jump toward you with the fireball attack, and when he is in mid-air, strong kick him down to earth. The Yoga Drill is a good move as it knocks him backward and leaves you close enough to do a head butt. The Yoga Drill can also be used to take him out of the sumo torpedo. If he does his sumo belly flop, wait for him to land and strong sweep.



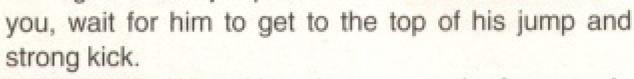


Use the Yoga Drill or spear attack to take Blanka out of a cannon ball attack. The fireball can also be used but only on the horizontal ones — it's risky to try them on vertical cannonballs. If Blanka jumps toward you wait for him to nearly land and medium punch. If timed well, he is knocked to the floor and won't hit you. Don't jump toward him as he fries you with an electric attack.



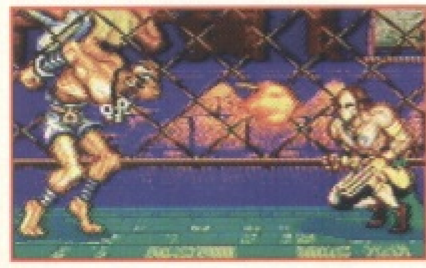


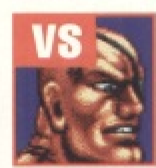
Duck down under Balrog's dashing punch or uppercut and counter with a strong slide. Always follow an attack which knocks your opponent to the floor with a fireball — even if they block, you still do some damage. If he jumps toward you, wait for him to get to the top of his jump and strong kick.



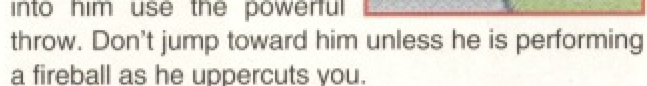


When Vega jumps onto the fence to do a Barcelona or mid-air throw, teleport just as he is about to jump. This gets you well out of his reach, saving energy. Because Vega jumps so much the Yoga Spear is very useful and should be used as he begins to jump. His Tumbling Claw attack is easily dealt with — wait from him to crouch (as he powers up) then do a Yoga Flame. Stay on the ground, otherwise he uses his air superiority to defeat you.



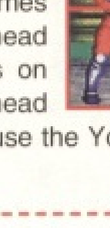


Counter tiger fireball attacks with a Yoga Drill. You miss the fireball, now follow up with a medium sweep. If he misses with an uppercut, wait for him to land and use the double-hitting head butt. If you find yourself close into him use the powerful throw. Don't jump toward him unless he is performing a fireball as he uppercuts you.





Use the Yoga Spear to take M. Bison out of his Flaming Torpedo. If you don't have a chance to do this, block the torpedo and throw him as he comes out of it. Block the head stomp and, as he lands on the other side of you, head butt. If he scissor kicks, use the Yoga Drill tactic or a yoga fireball.



VEGA:

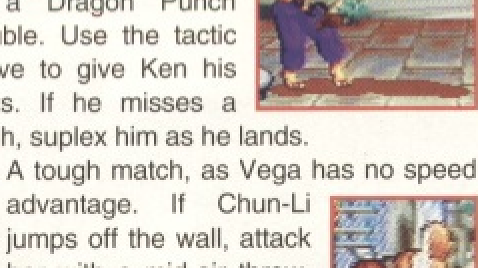
Vega is the joint fastest character in the game along with Chun-Li. Utilise his speed and mobility, master his fast attacks and quick combinations and he is a formidable warrior.



Use Vega's speed to attack Ryu from above when he does the fireball. With careful timing you can strong kick, followed by a strong sweep and Tumbling Claw, which can be charged up as you sweep. While he is stunned, do a suplex throw and three-quarters of his energy is gone! Don't jump over Ryu unless he is doing a fireball, as you are Dragon Punched every time.



As with Ryu, don't jump toward him unless he is doing a fireball or you get a Dragon Punch for your trouble. Use the tactic detailed above to give Ken his last moments. If he misses a Dragon Punch, suplex him as he lands.





A tough match, as Vega has no speed advantage. If Chun-Li jumps off the wall, attack her with a mid-air throw. If she uses her fireball, jump it and attack with strong kick, strong sweep combo. Duck under the Spinning Bird Kick, charge and attack with a Tumbling Claw as she lands.



Dhalsim can't block when he reappears from a teleport, so take advantage of this by attacking with a strong sweep. Use the same tactic after a slide attack — block then sweep before he recovers. Because he is so slow in the air, the Barcelona Attack can be used to good effect. Anticipate his jump, charge up a 'wall jump' in advance and attack with the Barcelona while he is in mid air. If he is high enough, use the very powerful mid-air suplex.



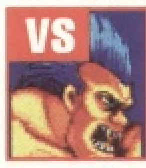
When fighting Zangief, use basic tactics and don't get in close. Use strong jumping kicks followed by strong sweeps then jump away to safety. Repeat this and he is defeated without much trouble. Remember, Zangief always wins close-range battles.



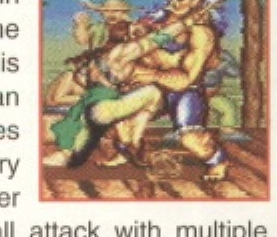
A tricky match, as most of your mid-air moves are useless. If you jump toward him, he Flash Kicks you every time. Stay back, wait for him to attack, avoid Sonic Booms and, when he closes in on you, strong sweep followed by a Tumbling Claw. If he attacks from the air, strong punch him before he lands. Don't rush in, take your time and victory is yours.



Do not let E. Honda back you into a corner, as he kills in seconds. If he corners you, get out right away — jumping off the wall is the best way. A vertical strong kick followed by a strong sweep is the safest combo, as it doesn't mean getting close-in. If he does a double-hit belly flop/seat drop, sweep his legs just as he lands as he can't block for a few seconds.



Use the Barcelona and mid-air suplex moves as Blanka is easy to catch in mid-air. The Tumbling Claw is especially effective if an opponent is dazed, as it gives three strong hits and is very difficult to block. Counter Blanka's horizontal cannonball attack with multiple weak kicks. The vertical cannon ball attack is more difficult to block. Block high and when he lands strong throw for maximum damage. Don't jump into an electric attack, as it does great damage.





Avoid close encounters with Balrog, as he always wins. When he tries a slide or turning punch, duck and block low —



SUPER STAR WARS

Start with:
7436C4AO 50 lives
1736C4AO 99 lives
C23D4467 Infinite Lives
CB6837D7
DE38CF60 15 continues
FB38CF60 25 continues
7438CF60 50 continues
1738CF60 99 continues
4A261DD5 Infinite continues
1D3947A7 Invincibility (falls still kill you)
DDB9C4D7 Choose any character from start

Also:
DD8A3FO5 Han & Chewbacca begin with a blaster
D48A3F05 Han & Chewbacca begin with a Seeker gun
D78A3F05 Han & Chewbacca begin with a Rapid Ion gun
D08A3FO5 Han & Chewbacca begin with a Plasma gun
DDB9CDD7 Begin game with the Light Saber
553D4DD7 Blaster power-ups remain
4OA44464 Fuel power-ups give maximum fuel
DF674FAF & 1 Jawa needed to pass land
DF604D6F Speeder levels
D9674FAF & 5 Jawas needed to pass land
DC604D6F Speeder levels
DC674FAF & 10 jawas needed to pass land
DC604D6F speeder levels
FB674FAF & 25 Jawas needed to pass land
FB604D6F Speeder levels
74674FAF & 50 Jawas needed to pass land

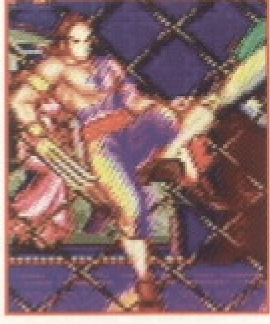
WWF ROYAL RUMBLE

Just before the LJN logo

he's now vulnerable to a strong sweep or punch. Use this tactic whenever he uses his special moves — it's Balrog's biggest flaw.

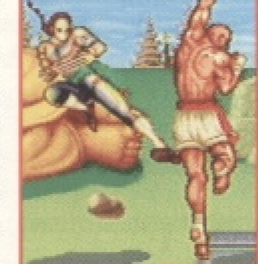
Use the Tumbling Claw sparingly, as you're susceptible to his Sliding Punch.





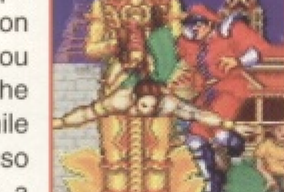
Use fast combinations and beat Vega at his own game. Strong kicks followed up with strong sweeps are ideal and if you charge up the Tumbling Claw while doing the kicks it makes a good finale. If Vega tries to use his attacks off the fence stand still and, as he jumps away from the fence, jump backwards and strong kick. If timed right, this hits him every time. Block the Tumbling Claw and before he can block, strong sweep him.





Sagat has a very basic style of fighting. When he goes for the high and low tiger fireball, anticipate the next one, and as he lets rip jump toward and attack with a strong kick followed by a strong sweep. Use the Tumbling Claw if you stun him. Don't use the mid-air move much, as his Tiger Uppercut is an excellent defence.



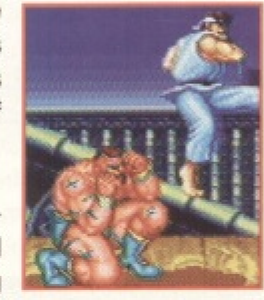


A combination of vertical jumping kicks and sweeps takes M. Bison off his feet. You can charge the Tumbling Claw attack while executing another move, so take advantage of this. Do a few weak sweeps as you charge it up, then perform the move. Time this right and you stun him. Don't rely on Vega's mid-air moves. Block his head stomp and sweep his legs before he lands.



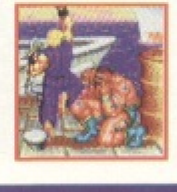
ZANGIEF:

To win with Zangief, use all of his close range attacks. This takes loads and loads of practice!





Block Ryu's fireball attacks and keep moving toward him. Counter his Dragon Punch with mid-air kicks. When you are close enough, use Zangief's superior close range skills and grab him — a Spinning Piledriver or body slam suffices.



Again, similar to Ryu except Ken uses the Hurricane Kick more often than Ryu so be ready to block and move in. If he misses with a Dragon Punch — as he often does — grab him as he lands and make him pay with a Spinning Piledriver.





Chun-Li is very difficult to get close to, so when she comes near take full advantage and throw her. Block mid-air attacks and counter as she lands. Block her into a corner and overwhelm her with strong punches and kicks.





Because Dhalsim is fairly slow in the air you can get close with relative ease. When you do, use a power move. Dhalsim teleports frequently, so be ready to block quickly. If he misses with a Yoga Spear or torpedo grab and throw him. His fire attacks cause Zangief problems due to the Russian's poor jumping skills, so block them and slowly move in on him. Remember, the Spinning Clothesline attack is temporarily invincible.



Use a combination of jumping kicks and sweeps to beat Zangief at his own game. It's best not to get close, as he can do all the throwing moves and the Spinning Piledriver very quickly, so stay out of reach. Don't rush in, attack when he closes in on you.

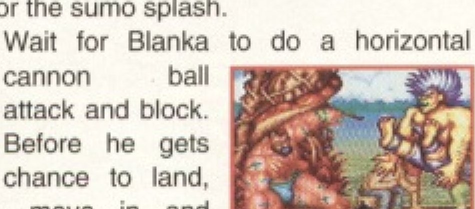


Guile is fast and has some very powerful moves. Don't jump toward him as he uses the Flash Kick every time. If you stay at a distance, Guile uses multiple Sonic Boom attacks to pin you into the corner and slowly wear you down. The best thing to do is walk toward him, blocking the Sonic Booms, and force him into a corner using strong kicks and punches. If Guile escapes, try again!



Don't let Honda back you into a corner because Zangief's lack of jumping prowess makes it impossible to get out. As he moves toward you, do a vertical jump kick followed by a strong sweep. If he goes for the sumo head butt, block it and throw him before he can block. Use the same tactic for the sumo splash.





Wait for Blanka to do a horizontal cannon ball attack and block. Before he gets chance to land, block again, move in and throw. The same tactic works for the vertical cannon ball, but remember to block the second hit as he comes down before attacking. Don't jump toward him, as he can charge up the electric attack incredibly quickly.





Both fighters are fairly slow and rely on power rather than speed. Block all of Balrog's sliding and turning punches then throw him. A move which keeps him close is best — if he can get distance between you, he can charge up another Sliding Punch. Stay close when you can and attack with heavy blows.





Because of Vega's speed advantage, this match is extremely difficult. Get in as close as possible and concentrate on throws. Block everything and counter with a throw when he gets too close.





Getting close to Sagat is difficult due to his fireball attack and Zangief's lack of jumping skills. Block the tiger fireballs and keep moving in slowly. When you get close, make it count with a very strong attack or throw. If he misses with an uppercut grab him as he lands and do a Spinning Piledriver. Don't waste any chances and you will overcome him.



Another very difficult match. Wait for Bison to do a Flaming Torpedo and block it so he lands very close. Now do a strong throw, or better still a Spinning Piledriver followed by a jumping kick or sweep. Bison's other weak spot is after a head stomp. Block it, grab him and do a powerful throw. Winning with Zangief is very difficult and needs loads of practice, so good luck!



That's all for part two of our *Street Fighter II Turbo* guide. Next month, the final installment looks at Blanka, Edmond Honda, Balrog and Guile.

comes up there is a lot of writing. As this comes up, keep pressing the Y&B buttons together repeatedly until you hear a noise like someone being punched. Then pick any of the options (ie singles, tag team etc) When the bout begins, punch your opponent TWICE and his energy vanishes, leaving you to pin him.
Chris Yates, Tameside, Manchester

LAGOON

Start with:
D42D6D6C Gold at 612
D92D6D6C Gold at 1,380
D62D6D6C Gold at 2,148
4D2D6D6C Gold at 8,292
912D6D6C Gold at 22,116
D422040C Start on lev 2, MP=8/8, HP=17/17, EXP 0/40
D722040C Start on lev 3, MP=10/10, HP=23/23, EXP=0/90
DO22040C Start on lev 4, MP=12/12, HP=28/28, EXP 0/170
D922040C Start on lev 5, MP=19/19, HP=36/36, EXP 0=280
1BB5D769 Use with codes below
DFB5D7A9 + 3CB6DDD9 Get 1 gold piece for each creature killed
10B5D7A9 + 3CB6DDD9 Get 100 gold pieces for each creature killed

NBA ALL STAR CHALLENGE

123B3FOD Player 1 cannot score on 1-on-1, free throw or tournament stages
A238340D Player 2 cannot score on 1-on-1, free throw or tournament stages
A2391FOD & A237176D Player 1 cannot score in



Mortal Kombat

Complete Solution Part One

Here you have it — the first part of the complete solution to the game on everybody's fists. Get over there and finish him!



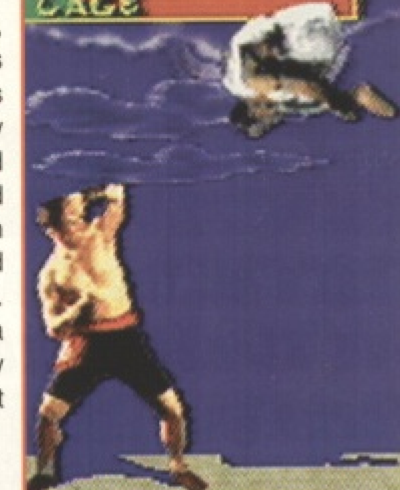
Johnny Cage

Cage is a good all round fighter once you've mastered his range of special moves. They are very powerful and relatively easy to pull off, making him an ideal choice for the inexperienced player.

● VS Sonya
Sonya is one of the easier opponents. Use the fireball attack to keep her at long range, jump toward her and do a flying kick, finishing with a shadow kick. Avoid her sonic wave attack and you're fine.



● VS Kano
This one is easy, when Kano uses his ball attack (as he very frequently does), block, and before he can land do a series of high punches followed by a shadow kick. Avoid his plasma daggers as they do a huge amount of damage.



● VS Liu Kang
The key here is knowing when to attack and making sure you block his deadly flying kick. When he tries it, block and, before he lands, use low punches followed by a shadow kick. Dodge his fireballs, and with precise timing you can flying kick him as he executes his move.



● VS Rayden
Rayden is quite an easy opponent. Block his torpedo move, as it does huge amounts of damage. The same is true of his electricity attack, though this is not as powerful. Block the torpedo and before he can land attack him with either a fireball or shadow kick. When he fires the next electricity attack, jump over it and attack with a strong kick.



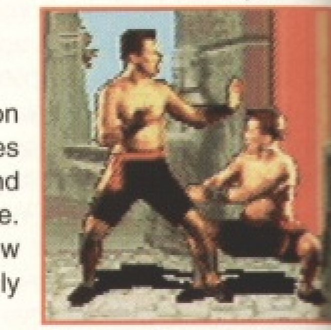
● VS Sub-Zero
This match can be very tricky because of Sub-Zero's slide and ice blast moves. Use a combination of jumping kicks and deadly fireballs. When he uses his ice blast, he is vulnerable for a few seconds so use a jumping kick followed by a fireball. If you miss with a fireball, he goes for a slide which is quite powerful, so don't miss too often!



● VS Scorpion
When Scorpion does his spear move, duck it as this does a huge amount of damage due to the uppercut which always follows. If he misses, he is momentarily stunned so attack with a flying kick. His teleport move should not come into play if you keep him at a distance.



● Mirror Match
Very easy. Use a combination of vertical strong punches followed by a shadow kick and this gets him every time. Watch out for the shadow kick, and the fireball is easily dodged.



● VS Goro
Use the fireball attack to keep Goro at a safe distance as close combat is not a good idea. A jumping kick followed by a shadow kick defeats the mighty Goro without any real trouble. If you have problems, use repeated strong jumping kicks. The only thing to remember is to keep out of arms length or pay the price.



● VS Shang Tsung
It's impossible to describe exactly how to defeat Shang Tsung as he is all of the other fighters combined. Here are a few tips which help; attack him when he takes the form of Kano, as this is the weakest character because of his vulnerable ball attack. When he changes to Goro, get out of way and wait for a better time to attack. If you can assault him in his original form i.e. Shang Tsung, he is much more vulnerable.



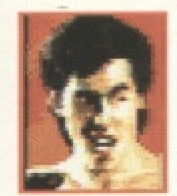
3-point shootout
A23F176D & A23D1FAD
Player 2 cannot score in 3-point shootout
These next codes work on 1-on1 and 1-on-1 Tournament modes only:
A2C63F07 & 6DC63DA7
Stop shot clock
DFC334D7 & D4C33DA7
12-second shot clock
DOC334D7 & D6C33DA7
48-second shot clock — after the 1st clock

GRADIUS 3

Start with:
DD8B6DA4 1 life
DF8B6DA4 2 lives
D78B6DA4 4 lives
DO8B6DA4 5 lives
D68B6DA4 9 lives
DE8B6DA4 16 lives
F38B6DA4 31 lives
3C8EDDD7 &
3C8EDD07 Infinite lives
DFCEDFOD 1 credit
D4C3DFOD 2 credits
D1C3DFOD 6 credits
D5C3DFOD 7 credits
D6C3DFOF 8 credits
DBC3DFOD 9 credits
C2276DDD Infinite credits
PFBBA766 Makes Earwing Scorpion easier to kill
DFB16F6C Makes Bubble Brain easier to kill
3C290704 & 3C290764 Weapons status gauge remains at current level after a weapon is selected
CBAFD7AD & DFA4DDD Enemies shoot at you more

BLAZEON

C2B4D4DD &
C2BD64AD Infinite lives
Start with:
DD6E6707 1 ship
DF6E6707 2 ships
D76E6707 4 ships
D06E6707 5 ships
D16E6707 7 ships
DB6E6707 10 ships
FB6E6707 26 ships



Liu Kang

The perfect character for beginners. He has an arsenal of very powerful easy-to-execute special moves and is fast.

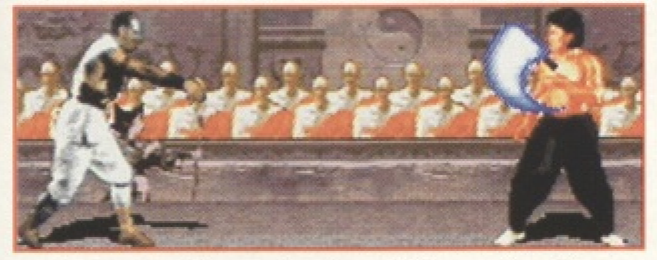
● VS Sonya



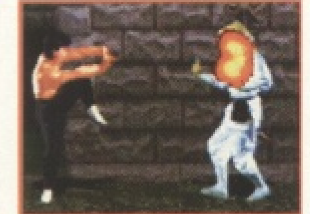
Dodge Sonya's force wave and attack her as she uses it (she is stunned for a few seconds) with a jumping strong kick. She rarely uses her jumping punch, but if she tries to use the handstand, grab to block it then uppercut her.

● VS Kano

When Kano uses his ball attack, block it and flying kick him before lands. He uses this attack a lot, so take full advantage of it. Avoid the plasma dagger



and attack with a jumping kick as he throws, because he is momentarily stunned. The jumping punch technique is also useful.



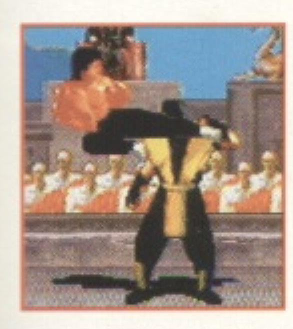
● VS Rayden

Use the flying kick to put a stop to Rayden's torpedo move. Duck his electricity attack and don't forget that when he does it he is momentarily stunned. Take advantage by attacking with a jumping kick. Use a fireball to keep him at long range.



● VS Sub-Zero

This is tough match, as Sub-Zero's slide move is very tricky to evade. Use the fireball to keep him at long range, but over-use of this results in him using the slide attack. Jump over ice blasts and attack with a strong kick followed by flying kick.



● VS Scorpion

Scorpion's harpoon move leaves him stunned for a second, so attack with a jumping kick. He hardly ever uses his teleport punch. A combination of jumping punches followed by a flying kick works well against him.

● VS Cage



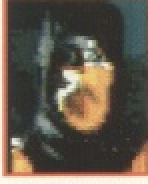
Cage is very vulnerable to a jumping punch followed by a flying kick or fireball. Avoid his shadow kick, as it is very powerful. Duck under a shadow kick and you can then uppercut Cage before he can block. His fireball move should be blocked or avoided.



● Mirror Match



Watch out for the flying kick as Kang uses this frequently. Block it and, before he can land, punch him and follow it with a fireball.



● VS Goro

Avoid using the flying kick against Goro, because if he blocks it you are left in arm's reach! Use the fireball attack to keep him at a distance. Jumping toward him with a kick knocks him off his feet, and the sweep also works well.

● VS Shang Tsung



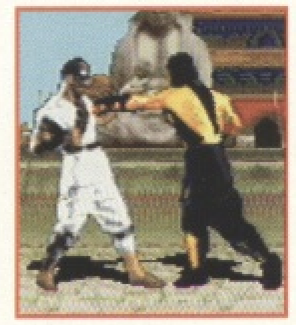
As before, attack him when he is in the form of Kano. You should find Kano easy due to his vulnerable ball move. Don't attack him when he is Goro or you're asking for trouble! And don't forget, hit him as Shang Tsung himself — he is even more vulnerable, particularly to a flying kick.

Scorpion

Scorpion is another easy-to-learn character, good for the inexperienced player. His harpoon move is deadly and his teleport punch is excellent for confusing enemies.

● VS Sonya

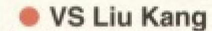
Use the teleport punch if she goes for the force wave attack, as she is frozen for a brief second and you can hit her before she can block — follow this with a harpoon. If she attempts to use her handstand grab, block it and uppercut her. Always follow your attacks with a harpoon, because even if blocked, it still injures.



● VS Kano

Kano is the easiest character to beat. When he does the ball attack block it and then before he lands use loads of low punches followed by a harpoon attack.

● VS Liu Kang





When Liu Kang attacks with his flying kick, block it and before he can land use a low punch combo followed by a harpoon attack. His fireball should be avoided, or better still, attack him when he does it — the teleport punch is excellent for this.



● VS Rayden

As with all the projectile moves in the game, jump over Rayden's electric attack and hit him with a flying kick or a teleport punch. If he tries a teleport move, there is not much you can do so just block as soon as possible. His torpedo attack should be blocked at all costs as it is one of the most powerful moves in the game. He is vulnerable for a few seconds after a torpedo, so make him pay with a flying kick.

● VS Sub-Zero

Don't let Sub-Zero hit you with his ice blast attack as he usually starts a combination attack with one of these. His slide attack also means it is very difficult to use a sweep on him so you are advised to use the harpoon attack regularly.



● Mirror Match

When Scorpion tries the harpoon move, teleport punch and because of his momentary paralysis you can hit him before he blocks — follow this with a harpoon. He hardly uses the teleport punch, but as he does block it as soon as you can.

● VS Goro

The harpoon move is the key to winning this encounter. Because Goro is so tall it's very difficult for him to jump or avoid this deadly attack, so harpoon then uppercut him, harpoon him as he is getting up and then repeat the process.



● VS Shang Tsung

The tactics for fighting Shang Tsung don't change much from character to character because you should always attack when he takes the form of Kano. Use Scorpion's harpoon and teleport punch to finish your nemesis off.

So you've passed the first part of the test — join us next month for more Mortal mayhem.

DF6D607 Start on Stage 2
D46D6F07 Stage 3
D76D6F07 Stage 4
D06D6F07 Stage 5
C2C7D7A7 Mars has infinite atomic shields
C2C3DF67 Neptune has infinite hyper-bombs

SUPER PANG

BALLS!! And lots of them too — especially in the later levels. Codes for extra lives and credits and codes 'r' — 't' give you more time on each level to get rid of those troublesome bouncers!!

a) DD610DDA + DD69A767 Start with 1 life
b) DF610DDA + DF69A767 2 lives
c) D4610DDA + D469A767 3 lives
d) DO610DDA + D069A767 5 lives
e) D9610DDA + D969A767 6 lives
f) D5610DDA + D569A767 8 lives
g) DB610DDA + DB69A767 10 lives
h) DDB46F04 Infinite lives
i) DD610DOA + DD61AF67 Start with 1 credit
j) DF610DOA + DF61AF67 2 credits
k) D4610DOA + D461AF67 3 credits
l) D7610DOA + D761AF67 4 credits
m) D9610DOA + D961AF67 6 credits
n) D5610DOA + D561AF67 8 credits
o) DB610DOA + DB61AF67 10 credits
p) C9BB6FA4 Infinite credits
q) FB8464D4 Clock runs faster
r) 108464D4 Clock runs slower
s) A68464D4 Clock runs much slower

ALIEN³

Complete Solution

£50 Winner

Congratulations to Barry Durn from Hethersett, Norwich.

Our very first illustrious tips prize winner claimed his fifty quid thanks to these comprehensive maps. Bear him in mind when you face the alien menace — without this invaluable guide you will end up as facehugger fodder...

LEVEL ONE

CELL BLOCK 3A

ASSEMBLY HALL 1A

BUG WASH 12

CORRIDOR 25

WASTE AREA 2

MEDIC BAY 9C

AMMO + FLAME

ALIEN CORRIDOR

MINE AREA 22

CORRIDOR 25

MEDIC BAY 8

WEAPONS ROOM 11

WASTE AREA 3

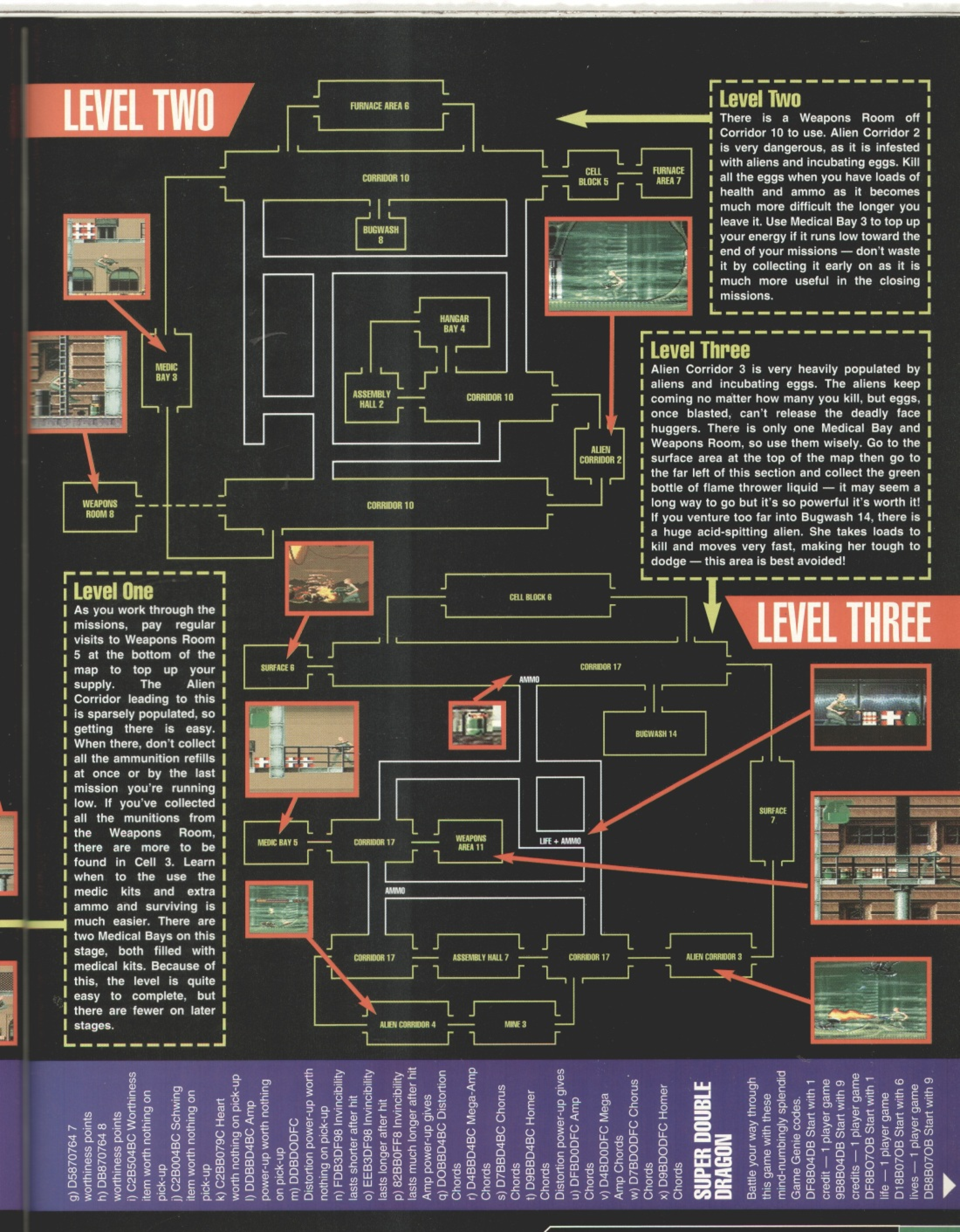
CELL BLOCK 4

t) DD876DA4 Clock is frozen (Infinite time)
D42BA7DO Extra credit after 2 food items
D02BA7DO Extra credit after 4 food items
D12BA7DO Extra credit after 6 food items
D62BA7DO Extra credit after 8 food items
3C2BA460 Food items never give extra credits
DO NOT COMBINE ANY OF THE NEXT CODES
1) D184AD68 Double harpoon pick-up gives machine-gun
2) C96E6FD6 Never lose weapon (unless you pick up another)
3) D786DF64 + D78CD4A4 Panic mode has 2 levels
4) D186DF64 + D18CD4A4 Panic mode has 5 levels
5) D886DF64 + D88CD4A4 Panic mode has 10 levels
6) F986DF64 + F98CD4A4 Panic mode has 20 levels

WAYNE'S WORLD

Wayne's World, Wayne's World, Party Time, Excellllllleeeentt!! Hi dudes, here are some bodacious (go Garth!) codes to use with your excellent Game Genie! Codes 'a' — 'd' make you totally worthy of finishing the game and codes 'i' — 'm' increase the challenge — schwiiinggggggg !!!

a) C28F0704 Infinite lives
b) C2BCD728 Infinite worthiness
c) C2690DBB Infinite Schwings (if you have at least 1)
d) 6DBBD428 Invincibility
Start with:
e) DF870764 1 worthiness point
f) D7870764 3 worthiness points



Level Two

There is a Weapons Room off Corridor 10 to use. Alien Corridor 2 is very dangerous, as it is infested with aliens and incubating eggs. Kill all the eggs when you have loads of health and ammo as it becomes much more difficult the longer you leave it. Use Medical Bay 3 to top up your energy if it runs low toward the end of your missions — don't waste it by collecting it early on as it is much more useful in the closing missions.

Level Three

Alien Corridor 3 is very heavily populated by aliens and incubating eggs. The aliens keep coming no matter how many you kill, but eggs, once blasted, can't release the deadly face huggers. There is only one Medical Bay and Weapons Room, so use them wisely. Go to the surface area at the top of the map then go to the far left of this section and collect the green bottle of flame thrower liquid — it may seem a long way to go but it's so powerful it's worth it! If you venture too far into Bugwash 14, there is a huge acid-spitting alien. She takes loads to kill and moves very fast, making her tough to dodge — this area is best avoided!

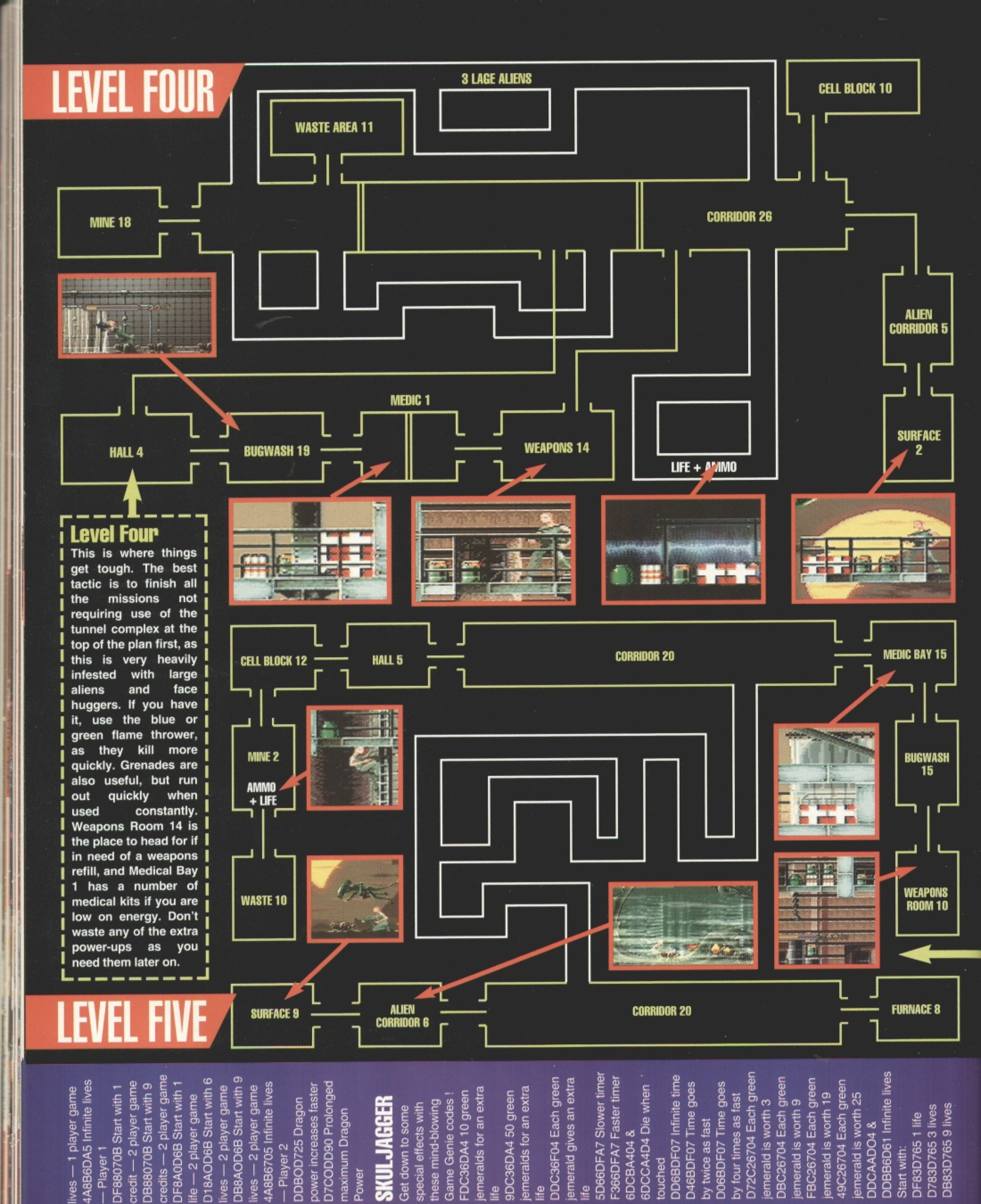
Level One

As you work through the missions, pay regular visits to Weapons Room 5 at the bottom of the map to top up your supply. The Alien Corridor leading to this is sparsely populated, so getting there is easy. When there, don't collect all the ammunition refills at once or by the last mission you're running low. If you've collected all the munitions from the Weapons Room, there are more to be found in Cell 3. Learn when to the use the medic kits and extra ammo and surviving is much easier. There are two Medical Bays on this stage, both filled with medical kits. Because of this, the level is quite easy to complete, but there are fewer on later stages.

g) D5870764 7 worthiness points
h) DB870764 8 worthiness points
i) C2B504BC Worthiness item worth nothing on pick-up
j) C2B004BC Schwing item worth nothing on pick-up
k) C2BB079C Heart worth nothing on pick-up
l) DDBBD4BC Amp power-up worth nothing on pick-up
m) DDBDODFC Distortion power-up worth nothing on pick-up
n) FDB3DF98 Invincibility lasts shorter after hit
o) EEB3DF98 Invincibility lasts longer after hit
p) 82BB0FF8 Invincibility lasts much longer after hit
Amp power-up gives
q) DOBBD4BC Distortion Chords
r) D4BBD4BC Mega-Amp Chords
s) D7BBD4BC Chorus Chords
t) D9BBD4BC Homer Chords
Distortion power-up gives
u) DFBDODFC Amp Chords
v) D4BDODFC Mega Amp Chords
w) D7BDODFC Chorus Chords
x) D9BDODFC Homer Chords

SUPER DOUBLE DRAGON

Battle your way through this game with these mind-numbingly splendid Game Genie codes.
DF8B04DB Start with 1 credit — 1 player game
9B8B04DB Start with 9 credits — 1 player game
DF8BO7OB Start with 1 life — 1 player game
D18BO7OB Start with 6 lives — 1 player game
DB8BO7OB Start with 9



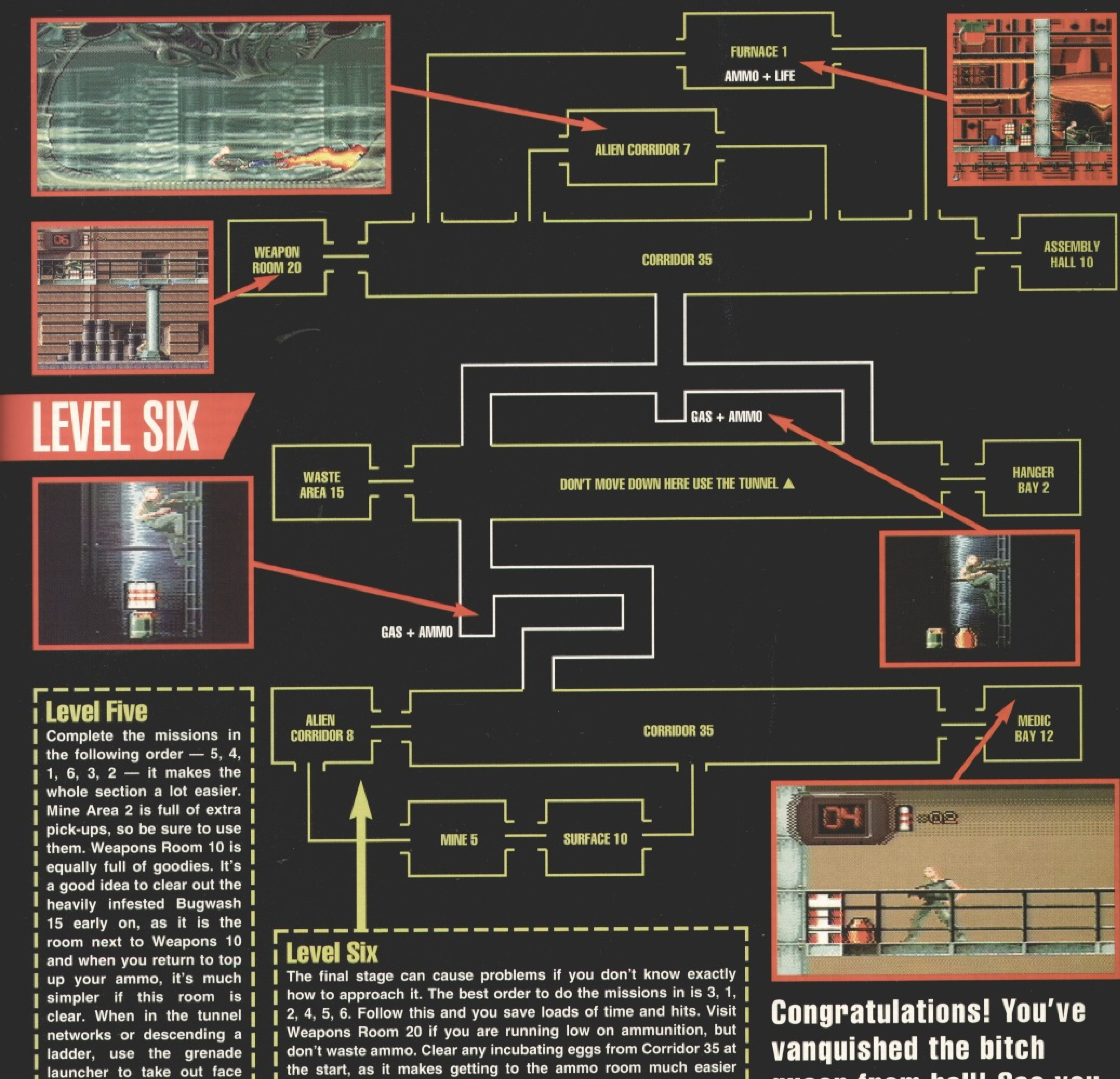
Level Four

This is where things get tough. The best tactic is to finish all the missions not requiring use of the tunnel complex at the top of the plan first, as this is very heavily infested with large aliens and face huggers. If you have it, use the blue or green flame thrower, as they kill more quickly. Grenades are also useful, but run out quickly when used constantly. Weapons Room 14 is the place to head for if in need of a weapons refill, and Medical Bay 1 has a number of medical kits if you are low on energy. Don't waste any of the extra power-ups as you need them later on.

lives — 1 player game
4A8B6DA5 Infinite lives — Player 1
DF88070B Start with 1 credit — 2 player game
DB88070B Start with 9 credits — 2 player game
DF8A0D6B Start with 1 life — 2 player game
D18AOD6B Start with 6 lives — 2 player game
DB8AOD6B Start with 9 lives — 2 player game
4A8B6705 Infinite lives — Player 2
DDBOD725 Dragon power increases faster
D7CODD90 Prolonged maximum Dragon Power

SKULJAGGER

Get down to some special effects with these mind-blowing Game Genie codes !
FDC36DA4 10 green jemeralds for an extra life
9DC36DA4 50 green jemeralds for an extra life
DDC36F04 Each green jemerald gives an extra life
5D66DFA7 Slower timer
F366DFA7 Faster timer
6DCBA404 & 6DCCA4D4 Die when touched
DD6BDF07 Infinite time
D46BDF07 Time goes by twice as fast
D06BDF07 Time goes by four times as fast
D72C26704 Each green jemerald is worth 3
DBC26704 Each green jemerald is worth 9
FBC26704 Each green jemerald is worth 19
49C26704 Each green jemerald is worth 25
DDCAADO4 & DDBB6D61 Infinite lives
Start with:
DF83D765 1 life
D783D765 3 lives
DB83D765 9 lives



Level Five

Complete the missions in the following order — 5, 4, 1, 6, 3, 2 — it makes the whole section a lot easier. Mine Area 2 is full of extra pick-ups, so be sure to use them. Weapons Room 10 is equally full of goodies. It's a good idea to clear out the heavily infested Bugwash 15 early on, as it is the room next to Weapons 10 and when you return to top up your ammo, it's much simpler if this room is clear. When in the tunnel networks or descending a ladder, use the grenade launcher to take out face huggers easily, and because the grenades bounce off the sides of the tunnels you have more than one chance to hit them.

Level Six

The final stage can cause problems if you don't know exactly how to approach it. The best order to do the missions in is 3, 1, 2, 4, 5, 6. Follow this and you save loads of time and hits. Visit Weapons Room 20 if you are running low on ammunition, but don't waste ammo. Clear any incubating eggs from Corridor 35 at the start, as it makes getting to the ammo room much easier when energy is low — apply this rule to almost every section, as it saves loads of energy come the end of a stage. If you have the blue flame thrower, don't collect a red refill until completely necessary. Don't use the corridor leading to Hangar Bay 2 as it is heavily infested with aliens — use the tunnel above! The surface areas are very heavily infested, so approach with great care.

Congratulations! You've vanquished the bitch queen from hell! See you next month for three more in-depth solutions to your SNES favourites.

FB83D65 19 lives
9AD83D765 50 lives
BB83D765 99 lives

SMARTBALL

Try this selection of codes for this cute action game. Choose from codes that add extra lives, give protection, and add jumping power. If you're good enough, you can try mastering the game with the first code.

D96D676D Start with 5 lives
DC6D676D Start with 10 lives
FB6D676D Start with 25 lives
746D676D Start with 50 lives
176D676D Start with 99 lives
C2B90FOD Infinite lives
C2BEA467 Protection from most enemies
C26604A7 Infinite red balls on pick-up
776204OD & DE620FAD Go to any level
ECC3DF6D Super jump
E1C3DF6D Mega jump

YOSHI'S COOKIE (US VERSION)

6D8F-DF3B In Action Mode, passing a stage advances to the next round.
DF86-A71C In VS mode, only 1 win is required
C2A0-DF48 In VS, the fuses don't count down
D685-A766 & DD86-AF66 In VS mode, play against tougher opponents, without the secret code
DD3C-6/38 In Puzzle mode, advances to the next round
C2EA-671B Unlimited moves in puzzle mode (turn effect switch off to use up moves if the level becomes impossible). ■

The Guide

The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection

Yet more tips and cheats in the most comprehensive guide around. To help you quickly pin-point the code you're after, Game Genie cheats are in highlighted in blue and Action Replay in red.

ACTRAISER (US VERSION)

7E001D08: Unlimited energy if playing from the start.

ACTRAISER

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

ADVENTURE ISLAND

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

ALIEN 3

This excellent blaster received a well-deserved 92% in Issue One of SNES FORCE. Here are the codes for each level; thanks to everyone who sent them in.
Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME
7E15E264: Full energy on the Flame Thrower
7E1ODA90: Weapon fire, but does not kill anyone
7E14C604: Infinite Flame Thrower
7E15D408: Infinite Pulse rifle
7E15E264: Infinite Blowtorch
7E15DC08: Infinite Grenades
7E124499: Energy — when entering a new room you get hit once, but after that you can't be touched.

ALIEN VS. PREDATOR

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

ASSAULT SUIT VALKEN

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

AUGUSTA GOLF

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

AXELAY

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.
7E0325FF: Invincibility
7E032901: Finish the level quickly

BART'S NIGHTMARE

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

BATMAN RETURNS

If Cat Woman, The Penguin and the Circus Gang have you at their mercy, ease the load by cranking up Batman to nine lives! Just punch in the word famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A]. You can now jack up the number of lives (REST) to 9!
7E008C03: Infinite lives
7E008A63: Infinite energy

BEST OF THE BEST

This password sent in by Mick Buttery of Portsmouth will give 99% in all of the departments of training. At the title screen press Start, and then move up to the options. Press Start again. Now highlight the password option and press Start again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

B.O.B (UK VERSION)

Anybody who's familiar with this stunning space-based platform shoot-'em -up will know it's not only one of the most playable, but also one of the toughest, games around . Fret not though, make your dream date with the gorgeous androidette and pacify pops by using the 48 level codes below...
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
J.W van Hout, Holland

BUBSY BOBCAT

Here is the complete list of level codes for *Bubsy*, thanks to Ankur Joshi of Berkshire.
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH
7E0214XX: Level select replace XX with 0-13
7E009300: Stops the animation on the water

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

COOL WORLD

7E021B03: Infinite lives

CONTRA III: THE ALIEN WARS

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

DARIUS TWIN

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

DESERT STRIKE

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

DIMENSION FORCE

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

DINOSAURS

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

DOUBLE DRAGON III

SZVUPAAX: Protection for Billy, Jimmy and Chris
GVEPXGGI:Extra energy for Billy and Jimmy
GVEOXK2G: Extra energy for Kanzoli
ZXEPXGGS: Less energy for Billy and Jimmy
IXEOXKZG: Less energy for Kanzoli
ZUEONGGT: Less energy for Chris
GZXUPUVS: Infinite special weapons for all
GOOPKGIA: More special weapons for Billy, Jimmy and Chris
AXOPKGIE: As above, but start with 40 special weapons
AXOONGGO: Start with 40 special weapons for Kanzoli
OZULGASX: More powerful punch,weapon and high kick

DRAGON BALL 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you should hear a ringing noise indicating that you have activated the cheat.

If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you that the cheat is working.

DRAGON'S LAIR

7E0FF903: Infinite energy

EXHAUST HEAT II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

FLYING HERO

7E005903: Infinite lives
7E005A03: Infinite bombs

F-ZERO (UK VERSION)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CAOB: Infinite power
7E00 5908: Infinite lives
To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.

F1 EXHAUST HEAT

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!
If you're having a hard time keeping up with the rest of the field, this cheat really helps: when you're at top speed press [L] and [R] for a superboost up to 400kph.

FACEBALL 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.
On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.
7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

FATAL FURY

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

FINAL FANTASY 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

FINAL FIGHT (US VERSION)

7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy
To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

FINAL FIGHT 2

7E106D8D: Player 1 keeps full energy bar
7E11258D: Player 2 keeps energy bar at full
7ED86399: Stops time from counting down
7E10A2FF: Player 1 starting lives
7E115AFF: Player 2 starting lives
7E10260F: Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX: XX changes the players colours (player 1)
7E1113XX: XX changes the players colours (player 2)
7E1079FF: One hit is needed to kill the enemy (player 1)
7E1131FF: Only one hit is needed to kill the enemy (player 2)
7E1003XX: Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX: Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos

FINAL FIGHT GUY

On stage four, walk up and down in front of the white dog for more energy.

FIRE POWER 2000

7E609A63: Infinite lives for the Jeep
7E60D607: Level 7 powerup for bullets for the Jeep
7E60DAO7: Level 7 powerup for Jeep's Flame Thrower
7E60DE07: Level 7 for Plasma for the Jeep
7E60E207: Level 7 powerup for Jeep's Laser
7E60E607: Level 7 powerup for Ionic for the Jeep
7E60DF07: Level 7 powerup for Super Weapon for the Jeep
7E609C63: Infinite lives for the Helicopter
7E60D807: Level 7 powerup for bullets for the Helicopter
7E60DCO7: Level 7 powerup for Helicopter Flame Thrower
7E60E007: Level 7 powerup for Plasma for the Helicopter
7E60E407: Level 7 powerup for Helicopter Laser
7E60E870: Level 7 powerup for Ionic for the Helicopter
7E60E807: Level 7 powerup for Helicopter Super Weapon

GEORGE FOREMAN'S KO BOXING

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

GODS

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy

GHOULS 'N' GHOSTS

7E14BC00: Continually jump
7E0458XX: Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX: Direction of jump, X=0 — right, X=1 — left
7E14F201: Frozen solid while replay enabled
7E14D501: Stops legs being animated when walking
7E028DOX: Select level 1 — i.e. to select level 6 X=5
7E028FOX: Select area, X=O start of level, X=1 middle of level
7E02A402: Infinite lives
7E02A70X: Minutes left
7E02A80X: Tens of seconds left in time
7EO2A901: Infinite time (seconds)
7E044AOX: Shield hits allowed before death
6E02AEOX: Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold
The armour is lost once you are hit. (7E14BA04 selects the gold armour as well, but doesn't give the magic meter)
7E02B800: Slow motion even on standard joypad while holding down [START]
7E14D30X: Select weapon X
X+0 - Lance
1. Flaming lance, 2. Dagger, 3. Magic dagger,
4. Crossbow, 5. Magic crossbow, 6. Scythe,
7. Magic scythe, 8. Torch, 9. Magic torch
A. Axe, B. Hefty axe, C. Tri-blade, D. Shuriken,
E. Enchanted, F. Bracelet (fireballs)
7E14CFOX: Select magic spell regardless of current weapon
X= Thunder, 4. Shield, 1. Fire Dragon, 5. Lightning,
2. Seek, 6. Nuclear, 3. Tornado
7E14F001: Instant magic, when used with the gold armour and the shield spell, gives you a shield of invincibility. (&E02AEO4, 7E14CF04)
7E1A9BOO: Throw unlimited lances
7E1A9C00: Throw unlimited flaming lances
7E1A9D00: Throw unlimited daggers
7E1A9E00: Throw unlimited magic daggers
7E1A9F00: Throw unlimited crossbow bolts
7E1AA000: Throw unlimited magic crossbow bolts
7E1AA100: Throw unlimited scythes
7E1AA200: Throw unlimited magic scythes
7E1AA300: Throw unlimited torches
7E1AA400: Throw unlimited magic torches
7E1AA500: Throw unlimited axes
7E1AA600: Throw unlimited hefty axes
7E1AA700: Throw unlimited tri-blades
7E1AA800: Throw unlimited shurikens
7E1AA900: Throw unlimited enchanted fireballs
7E02950a 7E02960b7E02970c: Score, made up as 'abcdef'
7E02980d 7E02990e 7E029AOf 7E14D101: When on top of a wall you can walk off and stay at the same height. (When walking the ground falls)
7E14C301: When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX: First weapon thrown speed
7E04D5XX: Second weapon thrown speed
7E0516XX: Third weapon thrown speed
In the above, when using daggers you must alter all of them, but when using lances, change only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

GRADIUS III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].
For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.
To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.
For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

HOLE IN ONE GOLF

7E10A102: You get a hole in one every time

HOOK

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

HUMAN GRAND PRIX

7E0C49OF: Infinite tyres
7E0C4DOF: Infinite brakes
7E0X2FOF: Infinite wings

HUNT FOR RED OCTOBER

7E14D502: Infinite mines
7E14E721: Unlimited stealth

HYPERZONE

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

JAKI CRUSH

Just type in a row of fives (5555…) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.
7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls
For 84 extra balls type in the password as 88888885.

JAMES BOND JR

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOE AND MAC

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac
To exit a level you've already completed, [PAUSE] and [SELECT].

JOE AND MAC 2

7E004202: Infinite lives

JOHN MADDEN'S FOOTBALL '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.
Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd — so you can see if your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knackered your machine. A closeup of one of the fans appears. To get back to the action let go of the button!

KABLOOEY

Here are a few level codes for this little puzzler:
Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

KIKI KAIKAI

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen should come up. Just choose the stage you want to play then start!

KING OF THE RALLY

Although this isn't by Konami, the Konami command can be used for round select anyway. While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You'll hear a sound if it world. Select the round by pressing UP or DOWN and start.
If you find you're running out of fuel while racing, pausé the game with SELECT, and key in the Konami command. Your fuel tank will be instantly replenished so you can keep the pedal to the metal without every worrying about stalling out.
The following selection of useful tips was sent in by **David Straker** of **Derby**.

KRUSTY'S SUPER FUN HOUSE

Here are a couple of handy cheats for all Krusty fiends. Enter the password **JOSHUA**, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.
The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.
Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

KRUSTY'S SUPER FUNHOUSE (UK VERSION)

Here are five level codes for the UK version of this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

LAGOON

7E052901: Infinite money

LEMMINGS (UK VERSION)

Here are the codes for every infuriating level of the UK PAL version of *Lemmings*.
Fun level
2: FWKQCJK
3: TWXZKRM
4: JPJXFVW
5: KTJGTJK

6: HGNNNPX
7: MLLBCPQ
8: XBVCKLL
9: JWGWBBK
10: JJGKQPH
11: PWKZSXL
12: GGWWFXR
13: JPVSDSC
14: QSPRKMK
15: BXCHLQS
16: VDGQWSX
17: QGNLNFM
18: DNPFNQR
19: FQKKFHL
20: RMHDGBX
21: ZGBVCXV
22: ZXBLWZK
23: HTLDXLB
24: ZDGHTWD
25: CFHXPSM
26: PZBXCXB
27: CWLGDPT
28: WDNLSMJ
29: WBZWWCB
30: WXRRTMV

Tricky level

1: SVZFJVM
2: BNLDXVC
3: FNGWLWW
4: RWHTQBK
5: GGVSQDZ
6: RTWHNTC
7: PBMBPFD
8: GTGCDKQ
9: KSRXKVK
10: TBHLCRC
11: XVJKXBQ
12: TMRSZMF
13: CVSDHLF
14: WXLBJBP
15: WZNFLWF
16: FVMTNWW
17: VVDRGWD
18: SRXBPPV
19: GRZHRPP
20: XTMWFCP
21: FLMTVPM
22: KSGVVWK
23: ZBPPBXG
24: WHCHBQV
25: LHDPGNV
26: HULXXTH
27: STVNDPK
28: JFTQVSX
29: SKKWSZD
30: SFLQQWR

Taxing level

1: LGJMTCD
2: BWNQXRZ
3: WGHQVRF
4: NRQKFRC
5: QRXZLSC
6: VGPDDWR
7: HPKBCCX
8: DSWLCTG
9: GWGCJHK
10: TNJVCGD
11: XKBFSBD
12: VKKCSFV
13: SJKNWWS
14: DQDGCBX
15: QTVGPTH
16: PFFFLPS
17: BPNRSMC
18: JLGKBCZ
19: PCVKZVR
20: QNWFKVZ
21: NTHZDKK
22: XQZSRDT
23: PTPMJDV
24: LXTZBHP
25: RLQGWSX
26: MHKNCDK
27: KWGCKWD
28: RKVHCBS
29: MGVJBKZ
30: QGSMMDM

Mayhem level

1: KKXSKFK
2: NNBLXNL
3: JCPMTPC
4: TNPPCLS
5: RCPKPMD
6: GXZTLVK
7: LSWHNHR
8: SDRMFLF
9: HSHQXPK
10: CHBMWRT
11: LNRGMXC
12: WPSKBXN
13: LPBDVJJ
14: BGMLGSS
15: CZLMVGD
16: KVXLSQH
17: CQSSXRQ
18: MVRPMQJ
19: PMXDHBP
20: TWQBCXL
21: WVVFXWB
22: BSLMGQZ
23: MGGLXSF
24: DXBZRVX
25: BWQNKVK
26: RTBGJWD
27: HMGDJCQ
28: QZTJHSV
29: CQLRCHF
30: GNNBJWV

LEMMINGS

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1: SRDTPT
2: MJDVLXT
3: ZBHPRLQ
4: GWSXMHK
5: NCDKKWG
6: CKWDRKV
7: HCBSMGV
8: JBKZQGS
9: MMDMKKX
10: SKFKNNB
11: LXNLJCP
12: MTPCTNP
13: PCLSRCP
14: KPMDGXZ
15: TLVKLSW
16: HMHRSDR
17: MFLFHSH
18: QXPKCHB
19: MWRTLNR
20: GMXCWPS
21: KBXNLPB
22: DVJJBGM
23: LGSSCZL
24: MVGDKVX
25: LSQHCQS
26: SXRQMVR
27: PMQJPMX
28: DHBPTWQ
29: BCXLWVV
30: FXWBBSL

Tricky skill level

1: MGQZMGG
2: LXSFDXB
3: ZRVXBWQ
4: NKVKRTB
5: GJWDHMG
6: DJCQQZT
7: JHSVCQL
8: RCHFGNN
9: BJWVRCQ
10: RFPZFBJ
11: JKJBRMQ
12: MZDCDTC
13: ZVMQKXB
14: ZZRHJPL
15: JFLKJPX
16: JQXRNGJ
17: WFVBVJP
18: KWVBVJP
19: TTKLKZT
20: NNFFQPV
21: ZNXBKMP
22: QSLQWTJ
23: BGFVMFR
24: PQZWDKM
25: SBCMSJS
26: BDGQRNX
27: XPPBQWL
28: JQSPRH
29: GCLKJMQ
30: SRWGXZM

Taxing skill level

1: PQFPTBP
2: HPLHRXL
3: CPZRSRV
4: SMSWSPW
5: DXCQKRX
6: MDGMJLV
7: WZWSDMK
8: HZBCFQM
9: SPRPVHR
10: BWCBKXJ
11: WRFVJDL
12: GGBCXXS
13: TTXQXQL
14: DCBBNH
15: WCBLDQX
16: PFVFXCR
17: NKVCKDN
18: QPDDJFB
19: QBGBPSW
20: JLXJWNW
21: JLHFSRF
22: WCLJNNK
23: LVFHHMM
24: MHNNCPC
25: RNMKXLP
26: XZZSDDN
27: BBTSGZC
28: LXFLJPX
29: QKZVKFT
30: WFCSHNT

Mayhem skill level

1: XNMTWVD
2: KDTJQQR
3: VNTGWRB
4: SQDLCRR
5: JHQTCPD
6: RQXNVNP
7: CBWMMLG
8: LCVDQWL
9: KDHWTJL
10: GVNKKJL
11: DXCDGNH
12: GWJTPLW
13: LNZNHWM
14: MZXZKZC
15: RWLTTCQ
16: LGJCRKM
17: SQXKBZN
18: WXTBWCB
19: NPKNRKV
20: PZQWRGP
21: DZTHVNL
22: RMDTBFQ
23: FCSLSPK
24: RNHQXVM
25: LTGGNDXH
26: LHLTDDV
27: HCBBKHV
28: MWLGVQJ
29: GSPQCRQ
30: ZTTGRFH

Sunsoft skill level

1: TPCWFMP
2: WSJCLDX
3: PVNRCMV
4: HZSQQNV
5: KCGHCNC

LETHAL WEAPON

7EOD2830: Unlimited time
7E022606: Unlimited shields
7E021E66: Infinite ammo

LOST VIKINGS

7E04 0202 7E04 OA02 7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

MAGIC SWORD

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

MICKEY MOUSE

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels)

MYSTICAL NINJA (US VERSION)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

MYSTICAL NINJA

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

OUT OF THIS WORLD

Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK

PAPERBOY 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

PARODIUS

For full power and options, pause the game, and then press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), just use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

PILOTWINGS

Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

PIT FIGHTER

7E1124A0: Unlimited energy

POPULOUS

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

PRINCE OF PERSIA (JAPANESE VERSION)

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

PRINCE OF PERSIA

Here's a list of codes for this brilliant Arabian adventure...

1: J5G3KPA
2: ATAKAZL
3: JZC1IJ4
4: Y3NAQN4
5: JETA5B4
6: QFZ5C3W
7: 4NV55AJ
8: A1SV5QZ
9: 4U3VAU6
10: INEZYNG
11: RLOZI1V
12: 3CD4W3C
13: NWJPILY

Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5
Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do more damage: D4C16701
Falls do no damage (except onto spikes):
6Dc06701
All enemies have one health point:
C260A701+DF6CDFA0
all enemies have two health points:
C260A701+D46CDFA0
All enemies have three health points:
C260A701+D76CDFA0
All enemies have four health points:
C260A701+D06CDFA0
All enemies have five health points:
C260A701+D96CDFA0
All enemies have ten health points:
C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

PUGSLEY'S SCAVENGER HUNT

a. DDEDD76D: Start with one heart
b. DFEDD76D: Start with two hearts
c. DOEDD76D: Start with five hearts (only shows three)
d. C9CC44AD: Infinite hearts
e. DDEDD40D: Start with four lives
f. DBEDD40D: Start with 16 lives
g. 7DEDD40D: Start with 64 lives
h. DDB61FA7: Infinite lives
i. D9C9476D: Each dollar worth five
j. 49C9476D: Each dollar worth 25
k. DDBOC767: 100 dollars brings no reward
l. D4BOC767: 100 dollars gives two extra lives
m. 3BA537D4 & D9A53704: Jump higher
n. 3BA537D4 & D5A53704: Jump a lot higher
o. 3BA537D4 & DBA53704: Jump even higher

RAMPART

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter 7E0A5A03.

RANMA 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START].

To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

RIVAL TURF

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

ROAD RUNNER'S DEATH VALLEY RALLY

Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2

ROBOCOP

If you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process infinitely!

ROBOCOP 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.
7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy

If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

ROCKETEER

Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

ROYAL RUMBLE

7E06423A: Infinite energy
7E021E07: Don't get counted out .

SIM CITY

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!

SKULLJAGGER

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

SKY MISSION

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military Medal)
G!YDZhIPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMIBk
mKCBw!G (Last Red Baron level)

SMART BALL

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.

SMASH TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].

To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

SOUL BLAZER

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

SPACE MEGAFORCE

7E015202: Unlimited bombs
7E015702: Infinite lives

SPANKY'S QUEST

Here are the passwords to the first six levels of this great platform/puzzle game.

SPIDERMAN AND THE X MEN

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

STARFOX/STARWING

OBD2F4XX: Number of Nova Bombs to start with
OBE2156B: If dead 'Stops and Hovers'
OBD2DAD: When killed damage is not repaired
1FD1466B: Stops all shooting
OBEO73XX: Change Nova Bombs to other weapons 24=Normal, try 22.
OBE115XX: Change laser to other weapon.
OBEOE4DO: Full fire power
O3AC6760: Removes the pictures from the map Screen.

Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

STREET FIGHTER II (JAPANESE VERSION).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Strange throws player one: 7EOL1230
Strange throws player two: 7EOE4230
Player one gets a perfect: 7EOE2BB8
Player two gets a perfect: 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw.: 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief!: 7EOCO3OC
Zangief's death-dealing combo player two: 7EOE030C
Stunning flame death player one: 7EOCO3OE
Stunning flame death player two: 7EOEO3OE
Player one gets nine million points for dragon punch: 7EOC23BO
Player two gets nine million points for dragon punch: 7EOE23BO
Dragon punch kills with one hit player one: 7EOL23AO
Dragon punch kills with one hit player two: 7EOE23AO
Faster moves player one: 7EOC5600
Faster moves player two: 7EOE56OO
Player one is covered in blood: 7EO48300
Bounce! Good dragon punch. Jump! — player one: 7EOL3201
Bounce! Good dragon punch huge jump — player two: 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu): 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps: 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one: 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two: 7EOE2DB8
Replace * with number or letter to fight desired character — player two: 7EOED10*
Replace * with number or letter to fight desired character. — player one: 7EOCD10*
Character glides away slowly and gracefully — player one: 7EOC2FOO
Character glides away slowly and gracefully — player two: 7EOE2FOO
Small jumps, normal dragon punches. — player one: 7EOL32B8
Small jumps, normal dragon punches — player two: 7EOE32B8
Flashy shadow. — player one: 7EOC4000
Flashy shadow — player two: 7EOE4000
Mess 2 — player one: 7EOC1EOO
Mess 2 — player two: 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one: 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two: 7EOEB901
Character fights back on his own! 1 player : 7EOCO3OA
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down; amusing dragon punches — player one: 7EOC1480
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7EO5OA74
Sprite mess! both players: 7EO5O5AO
background mess: 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX
Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one: 7EOCB9F2
Same as above for player two: 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one: 7EOCB9F4
Same as above for player two: 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup!: 7EOCB9F6
Same as above for player two: 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one: 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side: 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one: 7EOCB9F8
Same as above for player two: 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one: 7EOCB9F9
Same as above. — player two: 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9: 7EOCB9FA
Same as above for player two: 7EOEB9FA
Punch/kick = SFX of barrels — player one: 7EOCBPFD
Same for player two: 7EOEB9FD
No sound FX for either player: 7EOCB9FE
NO MUSIC: 7EOB O6F3
Colours
Turn Ryu's sky green (looks good): 7EO3 OOCO
Outline of energy bar is pink: 7EO3 OFDO
Energy bar's yellow part is pink: 7EO3 ODDO
Energy bar's red part is brown: 7EO3 OA75
Energy bar's red bit is green: 7EO3 OA83
Energy bar's yellow bit is bright green: 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen: 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange: 7EO3 4FDO
Pinkish capcom sign plus VS' sign: 7EO3 6FDO
New letters (looks good): 7EO3 O5F3
Same as above with black outlines: 7EO3 O5OO
Pink floor Ryu: 7EO3 EFDO
Look at Ryu's sky: 7EO3 O1D1
Daytime (Ryu's level): 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

STREET FIGHTER II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680: Dhalsim's teleport (use Left and Right)
7EOD 9B6A: Ryu/Ken's air hurrcane (use Down)
Paul Smith, Stourbridge, West Midlands
7E0C6001: Speed Fighter! Speeds the game up to double speed.
7E0CB200: Allows all special moves for player one to be done in midair
7E0EB200: Allows all special moves for player two to be done in midair
7E0CD002: Player one needs only one win to go through to the next round
7E0ED002: Player two needs only one win to go through to the next round
7E0ED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). Practice — you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7E0C 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

STREET FIGHTER II TURBO

To boost the maximum turbo setting from four to a massive ten, simply input the Capcom cheat, which is Down, [R], Up, [L], [Y], [B], [X], [A] when the

Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you will be able to put the turbo settings right up to ten, which is totally unplayable but fun to watch.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

Thanks to Jay and Dick from London who called us and gave these excellent codes — when the game had only been out a matter of days!

STRIKE GUNNER (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two

SUPER ADVENTURE ISLAND

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

SUPER ALESTE

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.
7E006EOX: Selects weapon. X denotes weapon wanted -1 ie, to select missiles which are number 5 enter X as 4.
7E006FOX: Weapon selected power-up level. The value of X is 0-6.

NOTES ON THE ABOVE

(i) If a weapon level of 2 or above is selected and the enable switch is left on [up], your ship is indestructible.
(ii) To gain the correct weapon and level enable the action replay;
(a) before starting the game
(b) right after being destroyed
(c) at the end of the area
or the weapon may not act or power-up as expected.
(iii) Mix weapons for weird results: set 7E0006E02 and 7E006F06 and leave the switch enabled [UP]. Then select a sprite weapon power-up during play and watch the twin weapon (level 6 circles and sprites!).
7E0152XX: Bombs available. Maximum value is FF (9225), but to display the number correctly don't exceed 99 as the value for XX
7E0153XX: Number of enemy erasers collected. By setting XX to FF you never have to restart at the beginning of an area, you just continue.
7E015404: Changes the appearance of missiles when using weapon 5.
7E0157XX: Lives available. Maximum value is FF (255) but to display the number correctly don't exceed 99 as the value of XX.
7E01580X: Ship speed. Values 0-3 for X are normally selectable. 4=very slow, 5=very fast and 6=no movement.
7E0242XX: Area (level select)
Standard Game XX=00-11(17 decimals) 18 levels
Short Game XX=00-07 (8 levels)
Level 6 gives strange sound FX
In both games XX=00 will play area 0.
To continue chronologically after the level is complete, disable the action replay before the level ends.

SUPER BATTLE TANK

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

SUPER DOUBLE DRAGON

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!
7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!

SUPER EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

SUPER FIRE PRO WRESTLING 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

SUPER GHOULS 'N' GHOSTS

7EO2 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

SUPER MARIO KART

Here's a speedy tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost' image.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.

SUPER MARIO ALLSTARS SM1

7E172A05: Infinite lives for Mario
7E173605: Infinite lives for Luigi
7E07EB09: Unlimited time. Switch Action Replay off at the end of each level
7EO75606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SM2

7FFBO2XX: Replace XX with the required stage number
7EO75A05: Infinite lives for both Mario and Luigi
7E07EB09: Unlimited time
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SMUSA

7E04EE05: Infinite lives for all characters
7E04CB3C: Always active super jump
7E04C33F: Unlimited energy
7E04E130: Invincible
7E1DE20A: No music
7E1DE2XX: Replace XX with number of tune

SUPER MARIO ALLSTARS SM3

7E073605: Infinite lives for Mario
7E073705: Infinite lives for Luigi
7E05F009: Unlimited time for both Mario and Luigi
7E1DA263: Coins are always at 99, every coin collected adds 1 to your lives counter
7E0747XX: Replace XX with number to change Mario's image.

SUPER MARIO WORLD

To re-enter a castle press [L] and [R] simultaneously.

SUPER MARIO WORLD (UK)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)

SUPER OFF ROAD

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

SUPER PANG

For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

SUPER PROBOTECTOR

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns simultaneously.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]-[L], [L], [START].

SUPER R-TYPE

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Hey presto! Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

SUPER SMASH TV (US)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

SUPER SMASH TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You'll enter a special options screen.
To avoid fighting any enemies enter the crcui-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

SUPER SOCCER

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

SUPER STAR WARS

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.

SUPER STRIKE GUNNER

7E023A03: Infinite lives

SUPER SWIV

This is an excelent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.

SUPER TENNIS (JAPANESE)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

SUPER TENNIS (UK)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS, GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS
New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR,

FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC
If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.
Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.
1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ
For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P
DJSTK8X D3HRFTL WJPUKMW IGG
Use the following codes to give Super Speed to the player of your choice: D760AFAF+D761AFAF
Matt: DD290DA5
Amy: DD29ADA5
Brian: DD21ODA5
Kim: DD21ADA5
Phil: DD250DA5
Lisa: DD25ADA5
John: DD260DA5
Erin: DD26ADA5
Myer: DD2BODA5
Donna: DD2BADA5
Rich: DD2CODA5
Deb: DD2CADA5
Hiro: DD28ODA5
Colette: DD28ADA5
Steve/Nancy: DD2AODA5/DD2AADA5
Rob/Yukka: DD2AADA5/DD22ADA5
Mark/Barbie: DD23ODA5/DD23ADA5

SUPER TURRICAN

7E04FB04: Infinite lives
7E04FFOC: Unlimited energy
7E050330: Unlimited wheel time
7E050A03: Infinite smart lines
7E050909: Unlimited time to finish a level

SUPER VALIS

7E0FB528: Energy
7E0FAE10: Unlimited special attacks

TEST DRIVE 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.
When you are driving along, pressing the [A] button on the second pad will cause your car to jump. Thanks to Ian Long of Manchester for that little tip.

THE ADDAMS FAMILY

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.
To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.
If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC
	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.
At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.
If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.
7E00AC05: Infinite lives
7E00C302: Invincible

THE COMBAT TRIBES

If you enter the code 9207 in two-player mode to match any of the game's characters against each other.

THE LEGEND OF ZELDA

7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

THE LOST VIKINGS

The Lost Vikings is an excellent puzzle game and fairly tough to complete. If you are having trouble getting the famous three home, use these passwords for every level of the game sent in by Gerald Slee of Swansea:
Star Base
1: STRT, 2: GR8T, 3: TLPT, 4: GRND
Prehistoria
1: LLM0, 2: FL0T, 3: TRSS, 4: PRHS, 5: CVRN, 6: BBLS, 7: VLCN
Egypt
1: QCKS, 2: PHR0, 3: C1R0, 4: SPKS , 5: JMNN, 6: TTRS
The Great Factory
1: JLLY, 2: PLNG, 3: BTRY, 4: JNKR, 5: CBLT, 6: H0PP, 7: SMRT, 8: V8TR
Wacky World
1: NFL8, 2: WKYY, 3: CMBO, 4: 8BLL, 5: TRDR, 6: FNDR, 7: FNTM, 8: WRLR
Space Ship
1: TRPD, 2: TFFF, 3: RFGT, 4: 4RN4, 5: MSTR

THE ROCKETEER

Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

THE TERMINATOR

7E031F08: Infinite energy.
7E031C05: Infinite lives.

THUNDER SPIRITS

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game and you'll see the new set of options.
7E1A9D03
Infinite lives

TINY TOONS

Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games:
ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. The dash option is always available.
7E008E04: Unlimited lives proper
7E00680X: Level-select — no more messing about with the passwords! Just deduct one from the level that you want.
7E00OAXX: Varies the speed of the ball in Furball's squash
7E1A06XX: Alters time in squash — keep switch active for infinite time.
7E1A2C00: Infinite time for Hampton Pig (variable)
7E1A023A: Infinite time for Babs (variable)
7E00BOOO: Moonwalkin' Buster! He slides around.
Change last two digits to make him go invisible when moving. If he gets hit, disactivate and then reactivate the switch.
7E006EXX: Choose number of continues
7E009COA: Gives maximum of ten pieces of heart

TMNT IV: TURTLES IN TIME

7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)
Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: TURTLES IN TIME (US VERSION)

7E1A A004: Infinite lives player one
7E04 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two
7E1A A002: Unlimited lives
7E04 4A50: Unlimited energy

TOP RACER (JAPANESE VERSION)

7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

TOYS

7E168E05: Infinite energy
7E168C05: Infinite lives

TUFF-E-NUFF

7EOFA90X: Changes the character for player 2
7EOF500X: Changes the character for player 1
7E00A10X: X selects the stage
7E10450X: Selects the character for player 1 and choose the enemy to fight using player 2
7E0F7BOO: Fast moves for player 2 when used with below code
7EOFA300: Fast moves for player 2 when used with above code
7E0F4AOO: Fast moves for player 1 when used with below code
7EOF2210: Fast moves for player 1 when used with above code

ULTRAMAN

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy.
7E021880: Unlimited time.

UNIVERSAL SOLDIER

7E036403 Infinite lives

UN SQUADRON

If you're a sucker for extreme punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

WANDERERS FROM YS

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.
Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].
For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WAYNE'S WORLD

This is a pretty pathetic film licence, but if you are having trouble getting to the later levels, this little cheat will allow you to bring up the level-select.
On the spinning *Wayne's World* logo hold [X], [Y], [B], [L], and [R], and press Down and then Up. Thanks to Ankur Joshi (again) for this stunning cheat.

WING COMMANDER

7E169107: Infinite missiles
7E1D610F: Infinite fuel
7E16910X: Infinite weapons. 4=Gunfire, 5=Heat Seeker, 7=Image Recognition, 9= Friend or Foe

WWF WRESTLEMANIA (US VERSION)

7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler that you choose will be the one that has the infinite energy.

XARDIAN

7E0D2E04: Gives characters level 12

Y'S II

7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

ZELDA III

7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 6Shield level (1-3).
7EOB 9905: Arrows in the shooting gallery
7E04 B409: Time in the treasure field
7EF3 5402: Maximum lift power (golden glove)
7EF3 5904: Best sword
7EF3 XX01: Keep adding one to 'XX' for the next item in the inventory box
Steven Lee, Ripley, Surrey

Please send tips, codes and cheats to TCC, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

The Guide

Personal Services

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- Atari 520STFM computer with owners manual, joystick and £300 worth of top original games, boxed with instructions. Everything is in perfect condition, this would make the ideal present., £220 ono. Tel Nad on (0851) 702145 after 7pm.
- UK SNES with 3 control pads (one SNPro pad) universal adaptor, dust cover and two games, Mario IV, Mario Paint with mouse, all for £180, worth £280. Ring Matt on (0702) 293892.
- Street Fighter II UK, with instructions, no box, excellent condition, will sell for £40, buy quickly!! Write to Matthew Prior, 11 Malthouse Rd, Manningtree, Essex, CO11 1BY.
- American SNES (scart) includes mario 4, Contra 3, Starfox and Final Fight, 2 joypads. Tel (0260) 280794 only £200.
- SNES (UK) for sale with five games virtually unused, and converter will sell for £260. Call (0892) 532299 and ask for Dave.
- Street Fighter II on UK SNES, only £25. Contact (0423) 885253.
- SNES with Mario World and Mario Kart, Zelda, S Tennis, Sim City, Starwing, Star Wars, Another World, R Type and Action Replay — two key pads £400. Please ring Boz on (0734) 713654, cash baby cash!
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- Super Advantage joystick, boxed as new, excellent condition, worth £55 will sell for £35. Call Kevin on (0484) 543576.
- Neo-Geo (scart), memory card, King of the Monsters, Magician Lord, ASD II, worth over £500 sell for £300. Phone after 5.30pm. Ring (0702) 352992 ask for Mark.
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- Bargain! I must be mad! UK SNES, boxed with Mario 4, Zelda 3, WWF all boxed with instructions, 6 months old, also including 2 joypads hardly used. Only £180 ono, serious offers only please! Ring Ian on (051) 722 0537.

To book your free Personal Services advert just fill out the coupon below remembering to tick which section you would like your ad to appear in. SNES FORCE reserves the right to refuse, ammend, withdraw or otherwise deal with all adverts. Allow up to six weeks processing time before ads appear.

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Swap

- I will swap my UK Spider Man and The X-Men for Prince of Persia, UN Squadron or Action Replay. Ring Kieran on (0753) 521364.
- I will swap SNES (UK) Bart's Nightmare or (and) Krusty's Super Funhouse for Street Fighter II Turbo, or Mario Kart. Write to Wayne Beattie, 167 Cotswold Cresc, Billingham, Cleveland, TS23 2QN.
- Swap my Super Probotector (SNES) for your John Maddens '93, Jimmy Connors, Cybernator or Super Multitap adaptor, also other SNES and Game Boy games to swap, call James on (0924) 848007.
- Starwing or Royal Rumble (UK) for Lemmings, Castlevania, Super Adventure Island or Road Runner, ring after 5pm or weekends and ask for Kris on (0642) 602920.
- Will swap NES with five games and 2 controllers, good condition and C64 two joysticks, datasette, all leads over 100 games, good condition, forSNES with games. Ring Stephen on (071) 511 6521.
- I will swap my Road Runner (UK), for Tiny Toons, Mickeys magical Quest, Prince of Persia, Royal Rumble, or Zelda 3. Phone (081) 699 0539 and ask for Ash, if answer machine is on leave name and number!
- Will swap my SNES with two joypads, games SFII, Mario Kart and Mario World for Amiga with joypads. Phone Matthew on (0934) 518696.
- I will swap my Street Fighter II, Zelda 3, Barts Nightmare, Mario World, Fatal Fury, Legend of Mystical Ninja or Final Fight, for your Star Wing (UK only!) in perfect condition. Call Andrew on (081) 205 0236.
- Swap: C64, light gun, 50+ good games, swap for two games for Super Nintendo. Good ones offered, I will swap. Contact David on (031) 660 1031 after 5.30 please.
- Swap boxed SNES with 10 games plus Action Pro Replay games including Street Fighter II, Super Star Wars, Mario Kart, Contra 3, Pilot Wings, Actraiser, Super Ghouls n Ghosts. I want neo-Geo with games, contact Ricky on (081) 368 7486.
- I will swap SNES Force no 2, Mean Machines, Sega no 10, Sega Master Force no 1, CVG nos 140, 141 for your mags, send a list to Tom A Murphy, 15 Willow Grove, Cratloe Rd,
- My Cybernator, Bubsy, Pilot Wings, Super Aleste, Tiny Toons, all US versions for Mario Kart, Axelay, Lemmings, Final Fight, UN Squadron, Legend of Mystical Ninja. Preferably US versions. Phone Bill anytime on (0932) 761556.
- Swap my Super Nintendo with Street Fighter II, Super Tennis, Star Wars and 2 controllers, all boxed with instructions, swap for Amiga 500 plus or 600 with mouse, joystick and a few games. Phone on (0524) 423079.
- Swap F1 Exhaust Heat (SNES) for any decent SNES game, (NHLPA Hockey, Tiny Toon, Desert Strike). Call John on (061) 962 5654 after 6pm.
- I will swap my Populous, Another World, Mario World, Home Alone, Drakker, Adventure Island for any good games. Please phone with names of your games to (081) 907 0070, Ravi. (For SNES).
- Will swap my NES with 4 games including Mario 1, Turtles, Marble Madness, 2 controllers, zapper gun for SNES with no game and 1 joypad. Please ring after 4pm(07048) 831975 now. (NES all fully boxed with instructions).
- Wanted desperately WWF Royal Rumble. Swap for Pro Action Replay, SN propad and Zelda 3. Absolute bargain! Phone up and get it on! Phone James on (0483) 64823. Just think if you don't like what I'm offering — you can sell or swap them yourself, sleep on it.

Clubs

- Gamers, check out our fanzine! Cheat books for all systems and guides for SFII and Fatal Fury! Can you afford to miss out? Contact David Oat 11 Chalfont Close, Beddau, nr. Pontypridd, Mid Glam, CF38. Enclose SAE.

Wanted

- Terminator 2 for the NES. Willing to pay reasonable price. Write to Alan Bamford, 24a Lisheaghen Rd, Ballymoney, Co Antrim, N Ireland, BT53 7JY.
- Wanted: SNES games, high prices paid for hot titles. Jap, US/UK versions, all wanted. For my best offer contact: Mr J Hooper, 6 Brook Rd, Swal-cliffe, Whitst-able, Kent, CT5 2QE, ps All games must be boxed with book.
- UK Snes games wanted will pay £25 to £30 for decent titles. Phone (0788) 567254.
- Pilot Wings or Wing Commander, I will pay up to £45 for the pair, or £20 each. Ring me on (081) 549 9980 after 6pm. Ask for Paul. They must be UK versions.
- Super RC Pro Am for game Boy, swap for 1 of 9 games. Call James on (0924) 848007.
- NES Konami Hyper Soccer, Tyson's Punch Out and Star Trek. Your price paid, write to Paul, 17 East Stockwell St, Colchester, CO1 1ST.
- Wanted: box and instructions for Mario Kart (Pal), Tiny Toons (US), Street Fighter 2 (Pal). Up to 310 paid for ones in mint condition!. Write to M Yuen 16 Northumberland Rd, Old Trafford, Manchester, M16.

Pen Pals

- Hi I'm Richard, 35, still a kid at heart, would love Female SNES fans, or any contact; any information on Gold Finger codes appreciated, please write to 333 Auckland Drive, Chelmsley Wood, Birmingham, B33.
- Hi, I'm Anthony and I'm 17. I love playing games and doing nothing! Anybody 16+ write to: 343 Birchfield Rd East, Northampton, NN3 2SY. PS Enclose a recent photo.
- Male pen pal wanted, any age, mainly in London area, but anywhere else too, must like all music and having fun. I'm 15, write to Angie. 128 Hindmans Rd, Dulwich, London, SE22.
- Hi my name is Sean, and I'm ten, I would like a pen pal the same age, who owns an SNES. My hobbies are football and swimming, male or female. Please write back.
- Pen pal wanted male or female aged 9-10. Contact me at 14 Marlborough Avenue, Perry, N ireland. Or ring (0504) 268348.
- My name is James I want a pen pal male or female, must like all types of computers, send photo to 101 Sunny Hill Rd, Streatham, London, SW16. Any age.
- Michael wants a pen pal (8-10) years old, boy or girl preferably who owns an NES. Write to Springfields Forg Lane, Shepton, Mallet, Somerset, BA4 4PP.
- Penpal wanted who has an NES. Also interested in computer games, sports, music, stamps, aged 8. Write to Jeff Sinclair, 79 Sevenhills Rd, Baulkham Hills, NSW, Australia, 2153.
- Pen pal wanted, must be interested in Nintendo and WWF. Photo needed, any age, send to: Ian Hamilton Post Office, South Hetton, Durham, DA6 2SG.
- Wanted: SNES contacts, reply 100%. Write to Alan at 67 Frinton Rd, Broxtowe, Nottingham, NG8 6GQ.



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The

Guide Directory

E n q u i r i e s

Welcome to the ultimate Super Nintendo game at-a-glance reference guide — over 250 games reviewed and rated at your fingertips...

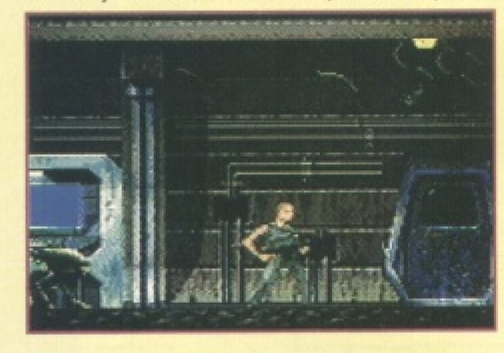
ACROBAT MISSION 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

ACTRAISER 87%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.

ADDAMS FAMILY 88%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive.

AGURI SUZUKI 83%
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

ALIEN 3 92%
● Acclaim
Possibly the best shoot-em-up ever! Superb



atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages.

ALIENS VS PREDATOR 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ANOTHER WORLD 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA 57%
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.

ASSAULT SUITS VALKEN 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being anything but an average platformer. Some nice touches, but nothing new.

AUGUSTA MASTERS 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.

AXELAY 90%
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE 87%
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH 35%
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

BATTLE GRAND PRIX 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST 81%
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON 55%
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES 72%
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.

BLUES BROTHERS 82%
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. 86%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUBSY THE BOBCAT 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

CALIFORNIA GAMES 2 — 36%
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty!

C. RIPKEN JR BASEBALL — 68%
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY — 68%
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay.

CASTLEVANIA IV — 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHESTER CHEETAH — 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK — 87%
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE — 66%
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable.

COMBAT TRIBES — 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

CONTRA SPIRITS — 92%
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.



COSMO GANG: THE VIDEO — 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

D-FORCE — 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DARIUS TWIN — 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS — 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DESERT STRIKE — 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS — 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA — 78%
● Psygnosis
Get past the early levels and you're in for a treat: Atmospheric sound, colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR — 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

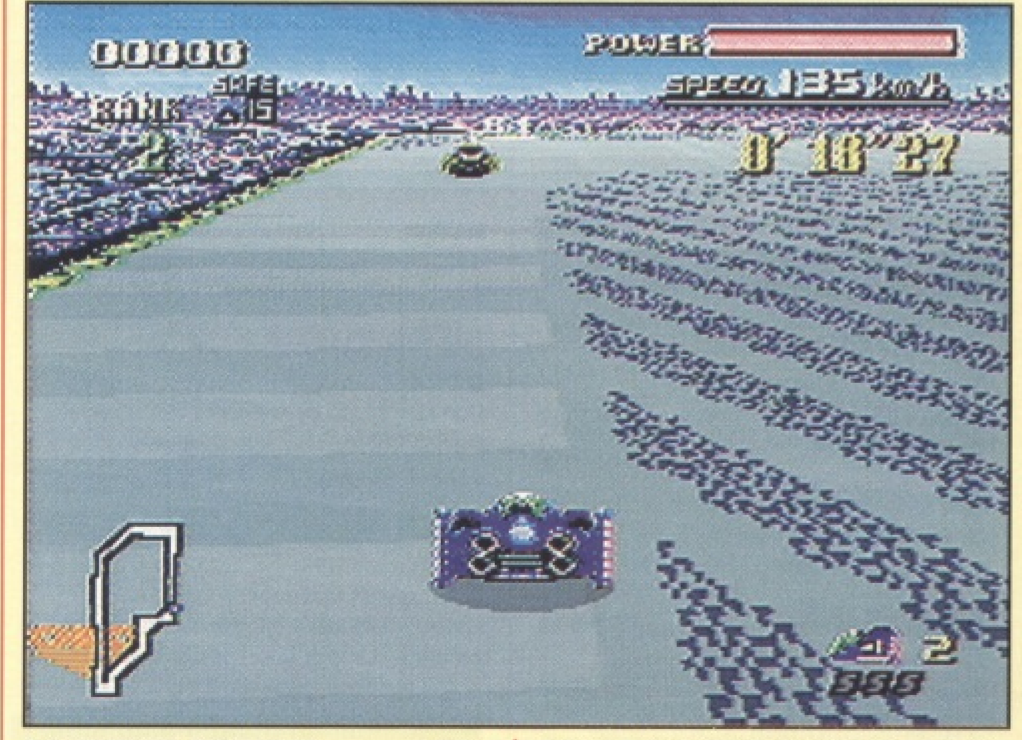
DRAKKHEN — 80%
● Infogrammes
Plenty of playabilty and depth once you get past the early levels.

EXHAUST HEAT II — 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL — 87%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT — 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO — 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.



F1 SUPER DRIVING — 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 — 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY — 65%
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT — 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 — 60%
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. No challenge.

FINAL FIGHT GUY — 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI — 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II — 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FORMULA ONE CIRCUS — 58%
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING — 45%
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS — 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

GOLDEN FIGHTER — 54%
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay.

GRADIUS III — 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

GUN FORCE — 70%
● Irem

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids.* Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 49%
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK 81%
● Sony
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

IREM SKINS GAME 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY 86%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

JEOPARDY 45%
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America!

J. CONNORS' TENNIS 70%
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 86%
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDENS '93 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

KA-BLOOEY 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look!

KING ARTHUR'S WORLD 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

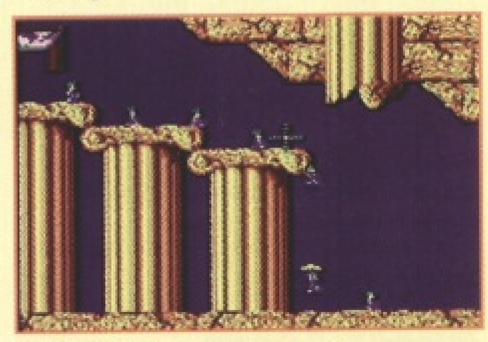
KING OF THE MONSTERS 70%
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored.

KING OF THE RALLY 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and limited lastability.

KK'S PLAYER MANAGER 86%
Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

LEMMINGS 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.



LETHAL WEAPON 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE 77%
● Bandai
Unusual Japanese game with good graphics but bland gameplay.

MAGIC SWORD 64%
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

MARIO ALL STARS 92%
Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound help to give hours of challenging fun.

MARIO IS MISSING 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR 79%
● Activision
A complicated action and strategy title.

MICKEY'S MAGICAL QUEST 91%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



MONOPOLY 25%
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible!

MORTAL KOMBAT 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game.

MUSYA 60%
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA 88%
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant!

NBA ALL-STAR CHAL. 63%
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL 86%
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY 81%
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLPA HOCKEY '93 86%
● EA
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALLENGE 82%
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL 64%
● Romstar

Arcade | Adventure/RPG | Beat-'em-up | Platform

Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

OUT OF THIS WORLD 85%
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

PAPERBOY 2 33%
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor.

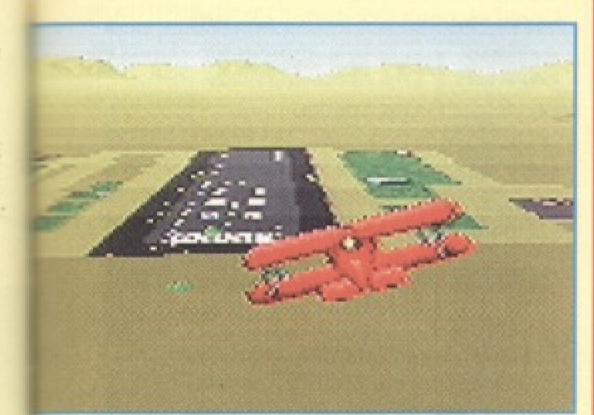
PARODIUS 87%
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though!

PEBBLE BEACH GOLF 83%
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF 85%
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf!

PHALANX 74%
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS 91%
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!



PIPE DREAM 74%
● Kemco
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER 36%
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● Natsume
See Kikikaikai

POP 'N TWINBEE 80%
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS 81%
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE 25%
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER 64%
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA 89%
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK 66%
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT 85%
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH OVER 76%
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 64%
● NTVIC
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING 25%
● T.HQ
One of the worst racing gams of all time.

RAD PSYCHE RACING 26%
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD 65%
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART 51%
● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability.

RANMA 1/2 80%
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel.

RANMA 1/2 PART 2 85%
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF 55%
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY 84%
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 48%
● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.

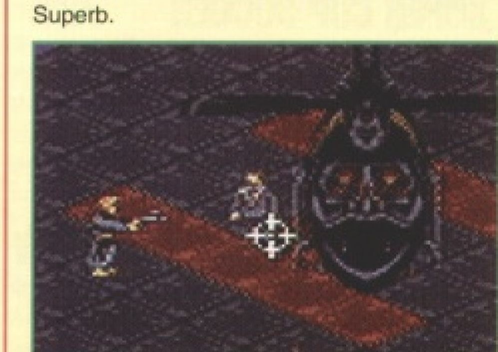
ROGER CLEMENS MVP BASEBALL 45%
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE 80%
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING 68%
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN 74%
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SHADOW RUN 92%
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class — Superb.



SIM CITY 88%
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH 74%
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER 62%
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL 87%
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN 69%
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER 84%
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST 75%
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability.

SPIDERMAN AND THE X-MEN 75%
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.

SPINDIZZY WORLDS 82%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom



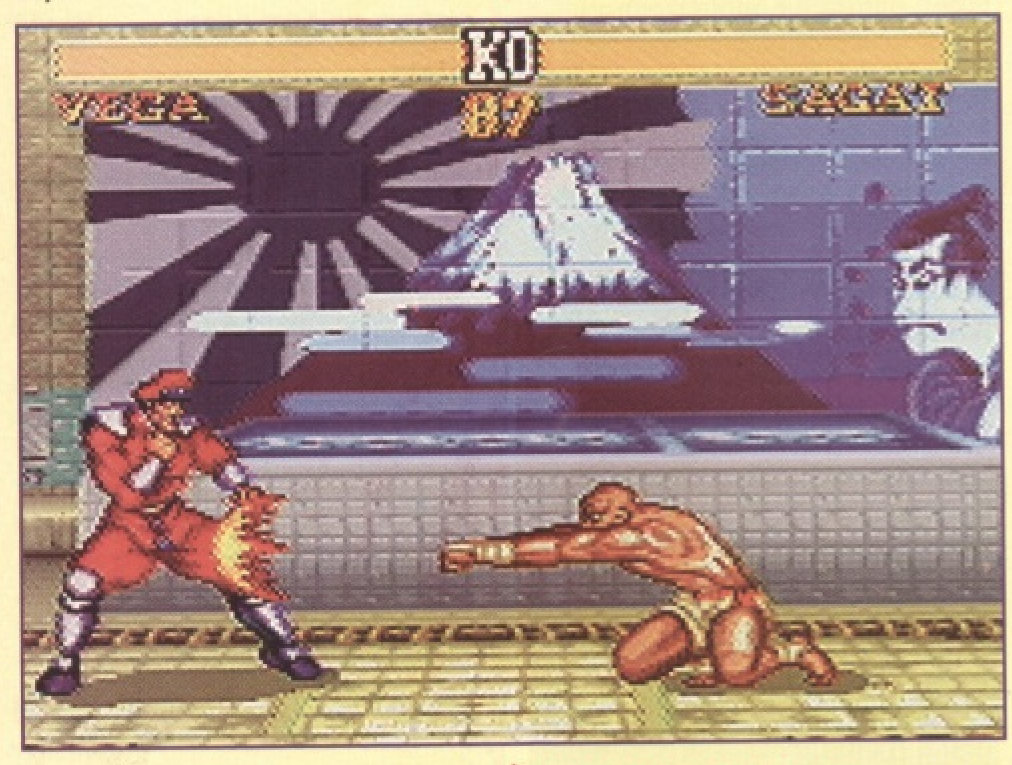
Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.

SF II TURBO 96%
● **Capcom**
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you. Buy it!

SUPER BATTER UP 83%
● **Namco**
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● **Absolute**
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.



STRIKE GUNNER 63%
● **NTVIC**
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● **Elite**
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUPER ACTION FBALL 77%
● **Nintendo**
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● **Hudson Soft**
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER ALESTE 78%
● **TOHO**
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● **Jaleco**
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.

SUPER BOMBERMAN 78%
● **Hudsonsoft**
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● **Technos**
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CUP SOCCER 72%
● **Jaleco**
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● **Tradewest**
Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER FIRE PRO WRESTLING 45%
● **Human**
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOCCER 84%
● **Human**
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOCCER 2 70%
● **Human**
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● **Capcom**
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

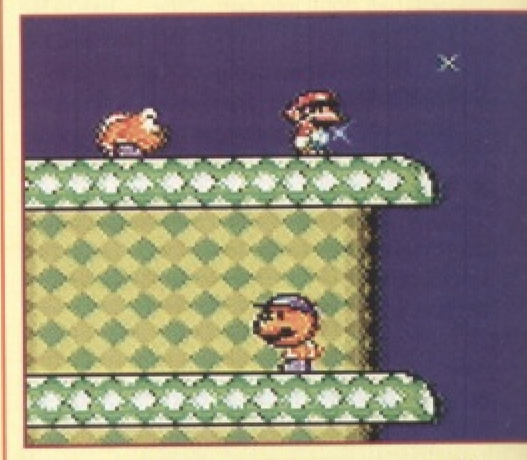
SUPER JAMES POND 85%
● **Ocean**
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● **Anco**
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● **Tecmo**
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART 90%
● **Nintendo**
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.

SUPER MARIO WORLD 95%
● **Nintendo**
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● **Tradewest**
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● **Capcom**
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● **Nintendo**
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits Also known in US as Contra III

SUPER PUTTY 79%
● **System 3**
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE 83%
● **IREM**
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV 87%
● **Acclaim**
Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.

Arcade | Adventure/RPG | Beat-'em-up | Platform

SUPER SOCCER CHAMP

See Hat-Trick Hero

SUPER STAR WARS 92%

● JVC

One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed.



SUPER STRIKE EAGLE 79%

● Microprose

A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER 55%

● NTVIC

Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

SUPER SWIV 78%

● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%

● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%

● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER VALIS 60%

● Telenet

Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't very challenging at all.

T2 JUDGMENT DAY 46%

● Acclaim

Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

TAZ-MANIA 86%

● T• HQ

A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR 55%

● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%

● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER 55%

● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

TINY TOONS 87%

● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy!

THE ROCKETEER 45%

● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it.

THUNDER SPIRITS 65%

● Seika

Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to stimulate interest.

TOM AND JERRY 44%

● Hi-Tech Expressions

A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 88%

● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down .

TRODDLERS 65%

● Storm

An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%

● Jaleco

An above average beat-'em-up with large sprites, impressive speech and an action replay feature. Lacks challenge in one-player mode and the glitchy animation becomes frustrating.

TURTLES IN TIME 75%

● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%

● Bandai

Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%

● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen.

WAIALAE COUNTRY CLUB 76%

● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%

● Accolade

Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable.

WHEEL OF FORTUNE 37%

● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show.

WING COMMANDER 84%

● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WORLD CLASS RUGBY 78%

● Imagineer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby.

WORDTRIS 45%

● Spectrum Holobyte

A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable.

WWF WRESTLEMANIA 83%

● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one.

X-ZONE 61%

● Kemco

Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control.

XARDION 60%

● Asmik

Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to a just-above-average status.

YOSHI'S COOKIE 79%

Nintendo

Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

ZELDA 3 : A LINK TO THE PAST 93%

● Nintendo

A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete.



Hope you enjoyed the new look Directory Enquiries. Join us next month for more unbiased reviews and ratings in the most informative Super Nintendo guide around.

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

The

Culture Club

Ever wonder how Japanese, American and European games differ? Ever wonder about the people, behind the people, behind your favourite games? SNES FORCE takes a look behind the scenes with Vic Tokai...

Vic Tokai have been in England for just over a year — not familiar with the name? You soon will be! Vic Tokai Europe (VTE) are a subsidiary of a large Japanese multinational, with holdings in projects from shipbuilding yards to a cable TV station. As a third party software/accessory licensee, it has offices in the UK, America and Japan, employing over 480 people. The company goes from strength to strength, but how will they break into the heavily populated European software industry? We went to the top and asked Managing Director Terry Fujioka.

'In order to penetrate the European markets, we intend to open our satellite offices throughout the continent,' Terry told us. 'Not only are we then exposed to each different market place and their cultures, we have direct control over our stocks to meet market demands more promptly. While our first year was concentrated on looking after sales of Nintendo and Sega related accessories (like the Light Boy, a light magnifier, and the Game Keeper, a carry case for the Game Boy), this year sees the launch of our Super Mario plush range, as well as our first software releases for the European market.'

Ringing the changes

An often overlooked point is that because of the massive differences between European and Japanese cultures, many games have to be altered quite substantially for the different markets. For example, American audiences seem to be satisfied with primarily cosmetic games, while Europeans appear to prefer a cart with challenging gameplay. Vic Tokai will be making new games for the European industry rather than adapting Japanese ones: 'There are very few games that sell in any significant numbers throughout the world, cutting across all cultural barriers without the need for alteration,' Terry explains. 'In most cases, games have to be developed to suit the market places. We intend to do just that rather than adapting our Japanese games for the European market.

'The Japanese software market has reached its peak and has for some time now,' he continues. 'We are seeing steady growth rather than the rapid growth seen in Europe at the moment. In terms of actual games, the Japanese market differs quite significantly from the European or American markets. The market in Japan is now a lot more specialised, gamers want more than your average platform shoot-em-up. They



"We welcome Nintendo's current marketing plans to cut prices."

want games with a specific theme where they can think and direct the game play. That's why RPG's are so popular.'

While flexible marketing is essential, success is also closely related to price — somthing Nintendo have obviously noticed. In their autumn/Christmas marketing plans, they intend to cut their prices (a good sales tactic for the gift season) but keep the cost of cartridge hardware at the same price. A third party licensee, such as Vic Tokai or Konami, has to buy the necessary hardware — chips, boards and cartridges — from Nintendo of Japan, and with the strength of the yen in the present financial climate, this proves very expensive. Raised prices means independent companies find it difficult to compete. Many third party publishers are worried by this, but Vic Tokai look on the matter philosophically: 'The sales of software largely depends upon the number of hardware in consumer's hands. We welcome Nintendo's current marketing plans to cut prices.' However, Terry expresses some concern at the plans, 'It will be difficult to compete with Nintendo if they aim to cut their prices but still want to keep cartridge hardware prices at the same level. However, independent companies like ourselves can still complete on price with Nintendo if we produce games that will sell in such large quantities that it would allow us to reap the benefits of economies of scale.'

What Terry means is that, while Nintendo may sell more units at a reduced price, their profit margin is smaller. If another company produces a marvellous game which retails at £60, people will still buy it because of the quality of the cart, and so the profit margin balances out. So, it appears that quality games are the future of independents.

The Mary Whitehouse experience

Speaking of the future of games, there are a lot of allegations being thrown around by the popular press concerning the sociological effects of games, ie. that they make children more violent, shy, with underdeveloped social and literary skills. As Terry so diplomatically puts it, 'it is very dangerous to say that computer games do not affect children. But how do we know for sure that the games affect the children to the extent some people say? We believe that the benefits counteract any possible harm that may be caused. However, as a publisher we have a responsibility towards our end user and we are prepared to listen to what the experts have to say on this issue.'

Vic Tokai certainly know what they're doing and where they're going: 'In the future we shall be concentrating our efforts towards the education side of games software. Currently there are a number of educational games available but we want to make learning fun, to encourage children to learn and play at the same time. We also hope that this will make parents more receptive to computer games and less wary of them.'

While Vic Tokai are very positive about their future in the European games market, whether this attitude is justified remains to be seen. To find out for yourself, look out for future releases like *Time Slip* and*Super Conflict*. Whatever happens, it looks as though Vic Tokai are going to be around for a long time to come. ■

Next Month On Sale 28th October

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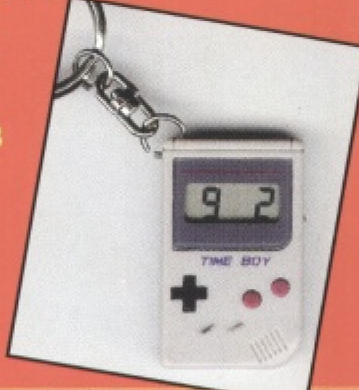
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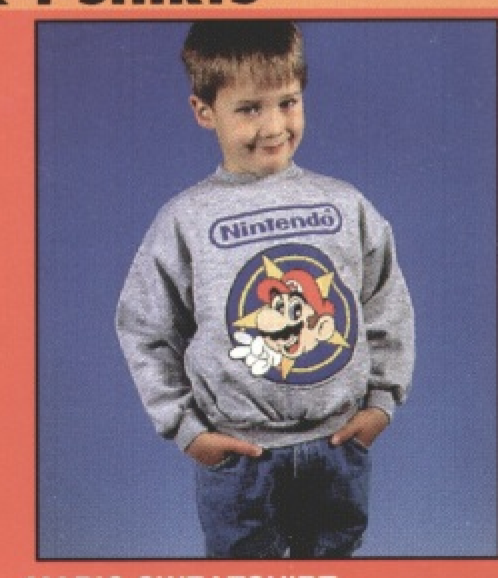
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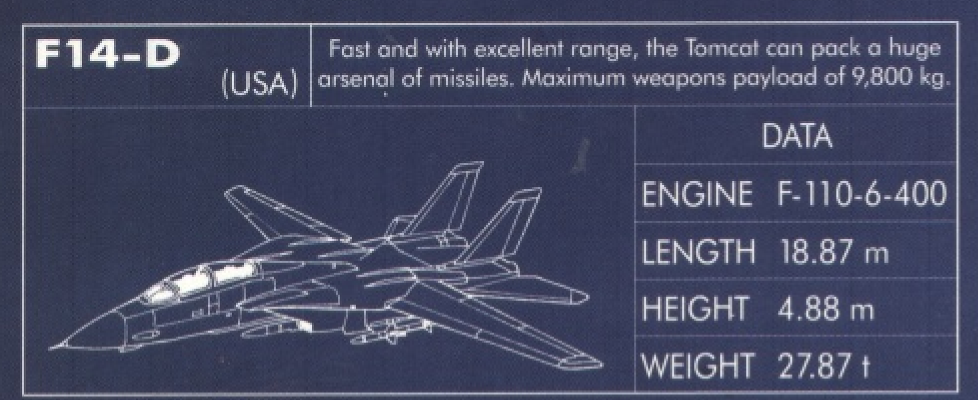
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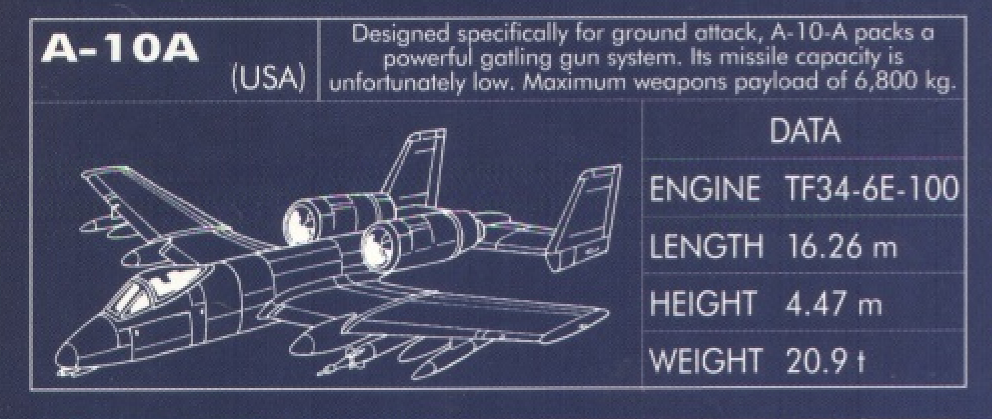


DATA	
ENGINE	F-110-6-400
LENGTH	18.87 m
HEIGHT	4.88 m
WEIGHT	27.87 t

FS-X (JAPAN) — An extremely manœuvrable fighter ideally suited to dogfights. However, the accuracy of its missiles is low. Maximum weapons payload of 5,500 kg.

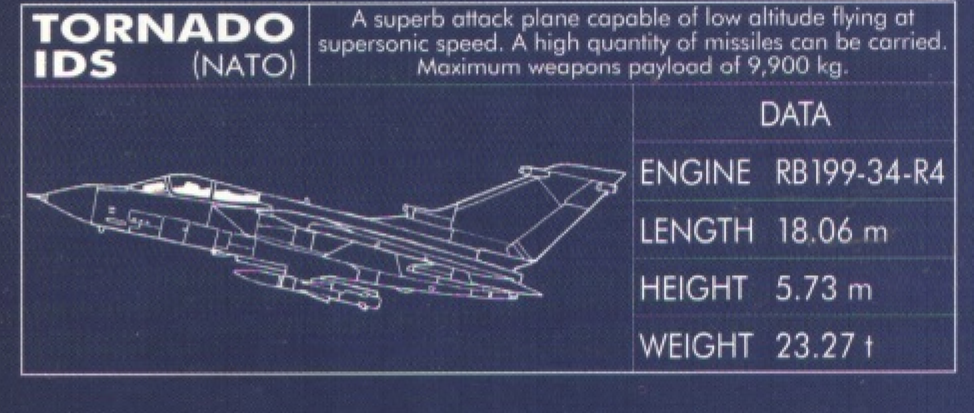
DATA	
ENGINE	F200-PW-100A
LENGTH	14.52 m
HEIGHT	5.01 m
WEIGHT	16.05 t

A-10A (USA) — Designed specifically for ground attack, A-10-A packs a powerful gatling gun system. Its missile capacity is unfortunately low. Maximum weapons payload of 6,800 kg.



DATA	
ENGINE	TF34-6E-100
LENGTH	16.26 m
HEIGHT	4.47 m
WEIGHT	20.9 t

TORNADO IDS (NATO) — A superb attack plane capable of low altitude flying at supersonic speed. A high quantity of missiles can be carried. Maximum weapons payload of 9,900 kg.



DATA	
ENGINE	RB199-34-R4
LENGTH	18.06 m
HEIGHT	5.73 m
WEIGHT	23.27 t

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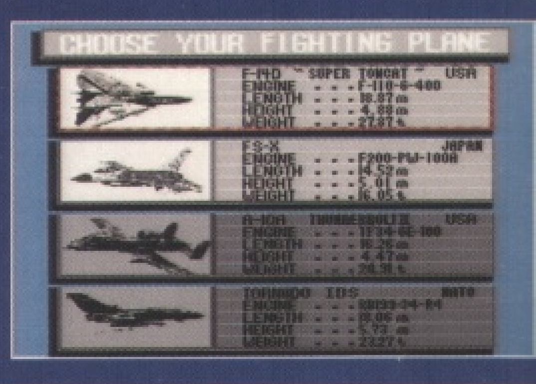
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